STAR TREK
DEEP SPACE NINE®

ROLEPLAYING GAME

CORE GAME BOOK

STAR TREK®
DEEP SPACE NINE™
ROLEPLAYING GAME

Design: Christian Moore, Ross Isaacs, Kenneth Hite, Steven S. Long
Development: Bill Bridges, Steve Long, Christian Moore
***Star Trek®: DS9™* Line Developers:** Steve Long, Christian Moore
Icon System™ Design: Christian Moore, Steven S. Long *with* Kenneth Hite, Ross Isaacs
Authors: Steven S. Long, Bill Bridges, Andrew Greenberg, Stephen Kenson, Robin Laws, Christian Moore
Editing: Janice Sellers
Proofreading: Janice Sellers, Owen Seyler, Charles Ryan
Product Development, Paramount: Chip Carter
Proofreading and Fact Checking: Bill Maxwell
Additional Design, Development, and Contributions: Bill Bridges, Andrew Greenberg, Daniel Greenberg, Danny Landers, Tim O'Brien, Owen Seyler

Graphic Design: Anthony N. Vayos, Charles Ryan
Layout & Typesetting: Charles Ryan, Alvaro Riet
Art Direction: Matthew Colville, Anthony N. Vayos
Original Art: Joe Corroney, Terry Pallot
Maps and Schematics: Charles Ryan

Special Thanks: Harry Piper and Bill Mann (for allowing Steve to access their *DS9* tape collections), Chip Carter (bon voyage!), Greg Orman and Bernard Cahill (for digging in once more), Jay Longino and Inman Young (for auctioneering above and beyond the call of duty), Danny Landers (esq.—good luck down south), Don Mappin (for doing the "content" thing), Guy McLimore and Greg Poehlein (once more, for paving the way), Greg Stafford (for keeping the Other Western Mythology and becoming *DS9's* unsung muse), and Julie Van Wey (for changing everything).

Dedication: To Carol and Barry Moore, for faith and patience worthy of the Prophets themselves...

Disclaimer: While Last Unicorn Games has researched extensively to make this the most authentic *Star Trek®: Deep Space Nine™* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek®*, we have taken some liberties and players should remember that only the events, characters, and places that appear on the show or in films are canon.

A VIACOM COMPANY

Last Unicorn Games, Inc.
9520 Jefferson Blvd., Suite C
Culver City, CA 90232

STAR TREK ™, ® & ©1999 Paramount Pictures. All Rights Reserved. STAR TREK and Related Marks are Trademarks of Paramount Pictures. Last Unicorn Games, Inc. Authorized User. ©1999 Last Unicorn Games.

Distributed to the book trade by Simon & Schuster
1230 Avenue of the Americas, New York, NY 10020

First Printing — 1999 Printed in Canada

VISIT US ON THE WEB AT WWW.LASTUNICORNGAMES.COM

Table of Contents

INTRODUCTION 5

CHAPTER ONE:
FRONTIERS OF THE FEDERATION 9

CHAPTER TWO:
CHARACTER CREATION 31

CHAPTER THREE:
TRAITS 61

CHAPTER FOUR:
TACTICAL 101

CHAPTER FIVE:
RULES OF ENGAGEMENT 125

CHAPTER SIX:
DEEP SPACE NINE 135

CHAPTER SEVEN:
MISSIONS ON THE FRONTIER 159

CHAPTER EIGHT:
KEEPING THE PEACE 171

CHAPTER NINE:
REWARDS 185

CHAPTER TEN:
IDOL THREATS 191

CHAPTER ELEVEN:
STATIONS AND STARSHIPS 201

CHAPTER TWELVE:
TECHNOLOGY 229

CHAPTER THIRTEEN:
ALIENS 249

CHAPTER FOURTEEN:
CREATURES 273

APPENDIX:
STARFLEET CHARACTERS 285

INDEX 292

"In the eyes of the Prophets, we are all children..."

—Kai Opaka

Introduction

Elias Cunningham stared out the starship window, idly rubbing the new rank badge on his shirt collar—a half circle, complementing the three full circles he already wore. He was now a Commander in the Starfleet Diplomatic Corps. His elation at gaining this long-desired rank, however, had quickly diminished once he learned what his first posting was to be: Starbase 375 in Bajor Sector, the most troubled sector of all. The Tholian tensions and the Romulan Neutral Zone had nothing on this sector.

Commander Cunningham smiled nonetheless. "Sure," he thought as he looked for familiar stars in the passing void, "it's a lot more challenging than I expected, but I didn't join Starfleet for the travel perks. Trying to maintain proper relations with our allies—even our new allies, such as the Romulans—is an important duty, especially now that there's a war going on." The Dominion/Cardassian alliance had changed all the rules and posed the greatest threat to Federation territory and ideals in Cunningham's lifetime.

His musings were interrupted by Captain Pallamedes' voice coming over his combadge. He tapped it and responded: "Yes, Captain?"

"Report to the bridge immediately, Commander," the Captain replied. "I think your first duty as a diplomatic officer in this region is at hand."

Cunningham wrinkled his brow. "Sir?"

"We've picked up a hail from a Bajoran impulse ship. It seems a Klingon B'rel-class scout believes them to be Dominion spies and is threatening to blow them to Sto-Vo-kor if they don't surrender."

"But the Bajorans and the Klingons are allies in the war!"

"Exactly, Mr. Cunningham. And it's your job to ensure that they stay that way..."

The Frontier Awaits...

Welcome to a grand adventure! If you're reading this introduction, you probably fall into one of two categories—either you're a *Star Trek: Deep Space Nine* fan who's curious about this whole "roleplaying" thing, or you're a game fan who's been waiting years for a roleplaying game (RPG) set in the *Star Trek: Deep Space Nine* universe. Either way, the book you now hold in your hands will answer all of your questions.

If you're a *Star Trek: Deep Space Nine* fan who's new to roleplaying games, prepare to experience your favorite universe in new and exciting

ways. Ever wonder what it would be like to command your own space station? To smuggle Saurian brandy across the Cardassian Demilitarized Zone? To fight to protect your home quadrant from a powerful enemy intent on total dominatiion? Using the guidelines found in this book, you'll be able to experience these things and more.

If you're a game fan who's been waiting for a *Star Trek: Deep Space Nine RPG* for years, we hope this book (and the supplements that will follow) represents the answer to your prayers. In its pages you'll find detailed rules for creating characters and adventuring in one of the greatest science fiction universes ever created. As an experienced player, you can probably skip the remainder of this introduction and get right to business. Turn to the "Character Creation" chapter, create a character, and prepare to experience the shadowy universe of *Star Trek: Deep Space Nine*.

WHAT ARE ROLEPLAYING GAMES?

Chances are, you already know the answer to this one, although you may not even realize it. After school, when you were young, you'd watch *Star Trek* on television and then join your friends for a backyard phaser battle. A vacant lot became Vulcan, phantom starships zoomed above you, and your bedroom became the bridge of the *Enterprise*. With a roleplaying game, you can do all these things, and you don't even need the vacant lot (or the bedroom...). Better yet, we also give you a way to tell if you hit those hapless Romulans.

Roleplaying games resemble a television series in many ways, but more than anything else a good roleplaying session encourages the participants to tell a good story. Players take the roles of the main characters—the heroes and (sometimes) antiheroes of the *Star Trek: DS9* universe. In the *Star Trek: DS9 RPG*, your characters are the Siskos, Kiras, and Worfs of your own adventure series. Rather than read someone else's script, you write your own lines and set your own stage directions.

One person takes the role of Narrator, becoming the game's director, producer, and set designer; she decides what this week's episode will be about and acts out the roles of the episode's supporting cast—the guest stars, villains, and "extras" that the players encounter during the course of the game. She also interprets the rules, so that everybody knows what they can and cannot do. Did the phaser blast hit its target? Did the shields hold under fire? Your Narrator will let you know. In a good roleplaying game, there are no winners or losers; everybody wins because everybody has a good time playing.

Unlike its sister game, *Star Trek: The Next Generation* (which concentrates on Starfleet characters), the *Star Trek: Deep Space Nine RPG* allows you to play pretty much any character you can dream up—swarthy Klingon pirates, oily Ferengi traders, refined Trill diplomats, and intrepid Human colonists only scratch the surface of the countless possibilities. The "Character Creation" chapter contains everything you need to begin your journey; if you would rather play a Starfleet character, the "Appendix" (page 285) contains additional material that you'll find useful.

WHAT IS THE STAR TREK: DEEP SPACE NINE RPG?

It's all of the above, complete in one book but as expandable as a Ferengi's bank account. This is your chance to explore the wonders of the *Star Trek: DS9* universe on your own terms and in your own way. Although it can occasionally be fun to recreate favorite episodes or characters from the show, the fun of the game lies in creating your own adventures and going beyond what you've seen on television. Think of the *Star Trek* universe as a grand stage, with you and your friends as the actors. You're playing original characters, having adventures of your own. And you can tell any story you want.

Getting Started as a Player

Players can start right away with the Archetype characters provided on pages 35-41; copy them onto your own character sheet (found at the end of the book), or use them out of the book, and dive right in! The "Tactical" chapter (pages 101-124) tells you pretty much everything you need to know to play the game. These rules are designed to be simple and fast, and to stay out of your way while you enjoy the game.

As you become more experienced, you'll probably want to create your own characters from the ground up. The character creation rules (pages 34-60) take you through the process step by step. Experienced players will eventually want to familiarize themselves with the ship-to-ship combat rules presented in the "Rules of Engagement" chapter, as well.

Remember that you and your fellow players—collectively known as the Crew—will be working together toward common goals. Think about how your characters came to work together during the creation process; after all, if the characters clash or the concepts don't mesh properly, the whole point of the game—telling stories as a group—becomes secondary to the conflict among the players.

Getting Started as a Narrator

In many ways, the Narrator has the most demanding job in the game. He needs to be able to wear several hats at once and keep each element of an episode—story, supporting cast, rules, descriptions—in constant motion. It's a big job, but once you get the hang of it, it can also be the most rewarding role in the game. The Narrator should eventually become familiar with the whole book, but you only really need a love of *Star Trek*, a good imagination, and a handful of dice to get started.

We give Narrators plenty of advice in the "Missions on the Frontier" and "Keeping the Peace" chapters. "Idol Threats," a complete, ready-to-run adventure, will help you get your game off the ground quickly. We also give you the tools necessary to paint your own *DS9* canvas and define your own vision of this fascinating universe—these additional chapters cover everything from alien technology and starships to strange creatures and far-flung space stations. It's all in here, and it's all out there, somewhere just beyond Bajor Sector, on the edge of the final frontier...

THE ICON SYSTEM™

There are no winners or losers in a roleplaying game. Although the *Star Trek: DS9 RPG* may be unusual compared to the games you're used to (like chess or backgammon, for example), it does have something in common with these decidedly more traditional past-times: It has rules that govern what you can and cannot do. However, while traditional games are often shaped entirely by their rules, the *Star Trek: DS9 RPG* takes its shape from the stories players tell. The rules exist only to enhance an episode or series and allow it to flow more smoothly, and to prevent any misunderstandings that might crop up along the way.

The *Star Trek: DS9 RPG* uses the Icon System, a basic rules system that attempts to explain and account for the random occurrences your characters will face during the course of an episode. The Icon System was designed to be simple, elegant, and easy to use. It was also designed to be open-ended and flexible; experienced players often enjoy tailoring systems to their own tastes and the tastes of their group, and the *Star Trek: DS9 RPG* encourages this kind of modification. All Last Unicorn roleplaying games use the Icon System, so players already familiar with other Last Unicorn titles will find the *DS9* rules to be friendly territory.

The Golden Rule

The guidelines presented in this book are yours to use or modify as you see fit. If you don't like something, change it. If you think something is missing, make it up. This is your game now and the story, never the rules, should always remain the primary focus.

Tools of the Trade

In addition to pencil and paper, you'll need some six-sided dice to play the *Star Trek: Deep Space Nine Roleplaying Game*. You can find dice in any good book or hobby store, or you can simply steal a few from a couple of those dusty old board games lurking in the back of your closet. Make sure that one die is a different color than the others.

IT'S A BIG UNIVERSE...

If you like what you see in this book, guess what? There's plenty more on the way! Although this volume contains everything you need to play and enjoy the *Star Trek: DS9 RPG* for years to come, Last Unicorn Games also produces many other *Star Trek* products. These include *DS9*'s sister games—the *Star Trek: The Next Generation* and *Star Trek* roleplaying games—as well as an entire universe of dedicated *Star Trek: DS9* adventures, sourcebooks, miniatures, and boxed supplements.

While none of these products is required to play the game, each of them is designed to expand and enhance your *Star Trek* gaming experience. Look for them at a book, game, or comic store near you.

Glossary

The following game terms appear throughout the *Star Trek: Deep Space Nine Roleplaying Game*. Each of the terms is described more completely in the appropriate section of the book; they are collected here for ease of reference.

Action: Almost anything a character does can be described by an *action*. Making an attack, dodging a blow, and using a Skill are all actions. Actions are divided into *Immediate Actions*, which take no time in combat (for example, dropping a weapon), and *Timed Actions* (actions which take time in combat and must be declared; for example, making or dodging an attack).

Advantage: A special ability, benefit, or advantage which a character possesses. Examples include having a Contact in Starfleet Command, being especially adept at Engineering tasks, or having a particularly acute sense. Advantages cost a number of Development Points equal to their value; for example, a +2 Advantage costs 2 Development Points.

Attribute: A character's innate capabilities, such as his agility or intelligence. There are five attributes: Fitness, Coordination, Intellect, Presence, and Psi. Attributes range in value from 1 to 5 (and, rarely, higher).

Attribute Test: A Test (*q.v.*) made using only an attribute (no skill is involved).

c: The scientific notation for the speed of light. For example, a starship moving at .25*c* moves at one quarter light-speed.

Combined Test: A Test made by several characters working together. The best Test Result acts as a base, and each additional successful result adds +1 to it; failures may subtract from the total or delay completion of the task.

Courage Points: Courage represents a character's bravery, ingenuity, and fortitude in the face of adversity. Characters use Courage Points to improve rolls and increase Test Results. A character's overall Courage Point total is sometimes referred to as his Courage Pool.

d6: A six-sided die. Six-sided dice are used to make all Tests in the *Star Trek: Deep Space Nine Roleplaying Game*.

Development Points: Points which characters use to buy Attributes, Edges, and Advantages. Characters receive a certain number of Development Points at each stage of their Background History.

Difficulty: How easy or hard it is to accomplish a task. Each task is given a Difficulty (or Difficulty Number) indicating how hard it is—the higher the number, the harder the task. Difficulty Numbers are organized into *categories* (from lowest to highest, Routine [3-5], Moderate [6-8], Challenging [9-11], Difficult [12-14], and Nearly

Impossible [15+]). When trying to accomplish a task, a character rolls a Test (*q.v.*); if his Test Result equals or exceeds the Difficulty, he succeeds.

Disadvantage: A limitation, hindrance, or other problem which afflicts a character. Examples include having a Sworn Enemy, being Physically Impaired (for example, blind), or hiding one's emotions.

Drama Die: When a player rolls a Test, one of the dice he rolls is a different color. This die is called the Drama Die. If the Drama Die rolls a 6, it indicates a great degree of success; if it rolls a 1, it may indicate a great failure.

Dramatic Failure: A failed Test which is 6 or more below the Difficulty Number (for example, a Test Result of 5 when the Difficulty is 12). This indicates a grievous failure which may have terrible consequences for the character.

Dramatic Success: A successful Test which is 6 or more above the Difficulty Number (for example, a Test Result of 12 when the Difficulty is 5). This indicates an amazing success which may have especially beneficial results for the character.

Edge: Aspects of attributes which represent a character's particular level of talent (or lack of talent) with some functions of an attribute. For example, the edges associated with Intellect are Perception and Logic. Edges range in value from +2 to -2, and act as modifiers to related Tests.

Extended Test: A Test which requires an extensive amount of time, or which is broken up into segments so that the Narrator can gauge the character's progress by requiring multiple Skill Tests.

Initiative: Determines who goes first in combat or similar situations. Characters must make Initiative Tests based on the Skill they are about to use, modified by their Reaction edge.

Level: A character's level of ability in a skill or attribute. For example, a character who buys a skill has a level of 1 in that skill; as his ability improves, the level increases to 2, 3, 4, and so on.

Opposed Test: A Test (*q.v.*) which another character opposes or resists. For example, a character who uses his Stealth skill to sneak past a guard will engage in an Opposed Test with the guard, who uses his Search skill in an attempt to locate the character. The character who rolls the highest Test Result in an Opposed Test wins the Test.

Overlay: A character creation tool which represents the character's profession, such as Engineer or Doctor. Each Overlay includes the basic skills and other abilities needed to perform the profession.

Renown: Renown measures how well known a character is. Renown has five Aspects (Initiative, Aggression, Skill, Discipline, and Openness), and can be positive or negative. Each character starts the game with 1 point of Renown in one Aspect (player's choice).

Resistance: A character's ability to withstand damage. Resistance equals a character's (Fitness + Vitality). If the character wears armor or other protection, it will add to his Resistance.

Result: Test Result. See *Test*.

Round: A measure of time in combat, equal to five seconds.

Skill: A character's learned abilities, aptitudes, and knowledges. Examples include the ability to fire energy weapons, the ability to diagnose illness and perform surgery, and the ability to operate ship's sensors. Skills range in value from 1 to 5 (and, rarely, higher). Most skills have specializations (*q.v.*).

Skill Test: A Test (*q.v.*) in which a character rolls a number of dice equal to the attribute upon which a skill is based, and adds the highest result on any die to his skill level. If the total equals or exceeds the Difficulty Number for the task, the character succeeds.

Specialization: Areas of particular expertise and ability within a skill. Many skills require a character to specialize, since they are so broad that few characters will ever learn all aspects of the skill in depth.

Template: A character creation tool which represents the character's race or species, such as Human or Vulcan. Each Template includes the basic attributes and other abilities common to an average member of the race.

Test: Tests are dice rolls used to determine whether a character succeeds with a particular action. Most Tests are based on a skill + an attribute, but there are also Tests based solely on an attribute. Typically, the highest die rolled in a Test is added to the relevant skill level; if that total, or Test Result, equals or exceeds the Difficulty of a task, the character succeeds.

Test Modifier: Circumstances which modify a Test. These include edges, poor visibility, using the off hand, being wounded, or trying to perform tasks in zero gravity.

Wound Level: An indication of a character's current injury status. There are seven Wound Levels: Healthy, Stunned, Injured, Wounded, Incapacitated, Near Death, and Killed. A character can withstand a number of points of damage equal to his Resistance per Wound Level; when he takes more damage than that, he drops to the next level.

Frontiers of the Federation

No sign identified the metal door as the entrance to Ovvaki's Place. It looked more like a piece of scrap metal than a door, older than the colony itself. As Ensign Soumano opened it and stepped inside, he couldn't help but cough and wave a hand in front of his face to dissipate the thick haze that instantly assaulted his lungs.

His Klingon companion, Tathak, grunted in disgust at Soumano's display of weakness. He was supposed to be playing the part of a hardened criminal, and here he was, almost choking from his first exposure to recreational atmospheric pollutants. Tathak could almost smell his trepidation. By contrast the Klingon seemed eager, with the look of a hunter in his eyes.

Soumano had been on the frontier a mere two months, and here he was on an undercover mission against the Orion Syndicate! Before the war, with Starfleet manpower at regulation levels, he would never have been considered for an assignment as dangerous as this. He'd never even handled money before, and now his pockets were lined with latinum! They had doc fixed him up with some realistic-looking phaser scars along the right side of his face and down his neck. Tathak had done his best to teach him the rules of eye contact and body language for a place like this. The Chief had designed him a holosuite program set in a sleazy tavern just like this one, and he'd run it a dozen times, provoking barroom brawls only twice. Still, he didn't feel ready for this.

Tathak jabbed him in the ribs and grunted. Their contact, a sinister-looking Breen wearing a scorched body suit, sat hunched in the darkest corner of the room, with only the glowing slit of his helmet visor visible in the shadows. Soumano gulped, put on his best poker face, and strode over to his table. Ready or not, he had a job to do.

To Seek Out New Life: A Short History of the Frontier

When Zefram Cochrane built and tested the first Human spacecraft to exceed the speed of light nearly two hundred fifty years ago, he had no idea his efforts would lead to contact with other alien species and a period of unparalleled expansion and exploration for humanity. But the way he dared to risk his life in the pursuit of a seemingly impossible goal embodied a spirit which inspired countless others. It has since led citizens of the Federation—Starfleet officers and civilians alike—to expand not only the physical boundaries marked on their star maps, but also the frontiers of knowledge and cooperation between alien cultures.

Although the optimistic vision inherent in Cochrane's actions remains at the forefront of Federation policy, his actions also showed that pushing the limits of a frontier is neither safe nor easy. Frontiers are by nature places where opposing cultures clash, lofty ideals collide with bitter realities, and light sometimes does little more than cast deeper shadows. Although history may be written in the universities of the comfortable core worlds of the Federation, it is made out on the frontier, by people willing to risk everything putting themselves to the test.

BEFORE THE FEDERATION

The roots of the Federation spring from the meeting of three cultures. In the years preceding first contact, each was isolated in its own way. The Humans of Earth were suffering through a period of anarchy in the wake of a nuclear war. The Centaurans of Alpha Centauri struggled to recover from social upheavals brought on by a great plague. The Vulcans had achieved warp travel and were diligently exploring the galaxy, but they found no other spacefaring species willing to cooperate with them.

In 2063, after detecting the warp signature of the prototype spacecraft called the *Phoenix*, the crew of a Vulcan scout ship made first contact with its pilot, Zefram Cochrane. This event, and the ensuing technological and cultural exchanges with the Vulcans, led to a new Renaissance on Earth. First contact between Earth and Alpha Centauri occurred three years later; soon afterward the Centaurans provided their terraforming technology to assist the reconstruction efforts on Earth, receiving in return the secrets of Earth's new warp drive technology.

Colonization and Unification

It took nearly four decades before the rebuilding of Earth progressed to the point where colonization of another planet was feasible. The colonization of Mars began in earnest in 2103. Earth's political development had yet to reach its current level of advancement; its people were ruled by a large number of competing nation-states, who raced to claim other habitable moons and planets in the Sol system and beyond. This competition jeopardized the alliance with Alpha Centauri and Vulcan when, in 2107, a skirmish broke out between European and South American ships on the border of Centauran space. A decades-long political crisis on Earth was resolved with the adoption of a one-world government; the last hold-out, Australia, joined in 2150, paving the way for Earth to expand its frontiers as a unified entity called the New Earth Republic. The Vulcans and Centaurans, encouraged by this development, renewed ties with Earth.

First Expansion

Together, the three cultures embarked on a cooperative effort to explore and colonize nearby space. Humans, driven by their characteristic curiosity and appetite for adventure, supplied the majority of colonists. The colonization drive spurred the development of new technologies and expanded the economies of the three allies, providing trade opportunities and access to raw materials.

These successes gave them diplomatic advantages when they encountered other spacefaring species. Initial tensions with the passionate, blue-skinned Andorians were defused when the Human-Vulcan-Centauran alliance offered to share the rewards of their expansion. The Tellarites, a highly emotional and loquacious people, were similarly pleased to join this informal alliance after the Centaurans made first contact with them.

Colonization also had its share of challenges. Colonists, forced to make do with limited resources from the core worlds, faced great material deprivation. Although many thrived, others were unprepared for the precariousness of colony life. The failure of a single life support system, power plant, or agricultural project could easily lead to the deaths of hundreds or even thousands of people. Indeed, in the two worst disasters (Arduin III in 2151 and Bodhran IV in 2153), entire colonies were wiped out by catastrophic engineering failures. Today Federation citizens revere those who died in the early colonization period as heroes comparable to Starfleet officers killed in the line of duty.

Frontiers attract several personality types. One is the pioneering idealist who seeks to make a mark on the universe by building a new society. Unfortunately, frontiers also draw an assortment of outcasts, troublemakers, and misguided utopians. Their presence often led to social conflicts within colonies, as they tried to prey on honest citizens or impose tyrannical governments. Since ships from the core worlds made infrequent visits to most outposts, colonists learned not to rely on outside help. They made and enforced their own laws—often extremely harsh or lenient ones, by modern Federation standards.

The history of this period records several conflicts between colonists and core world forces when colonies attempted to secede from the authority of their homeworld governments. Some colonial groups had legitimate grievances: Bureaucratic rulings made by core world governments didn't always reflect local conditions or take into account the needs of the colonists. Although many of these complaints were resolved calmly, others were exacerbated by cultural differences between the logical Vulcans and restrained Centaurans on one side, and the hot-blooded Tellarites, fervent Andorians, and individualistic Humans on the other.

History also records instances where would-be despots took advantage of the distance between colonies and core worlds to

overthrow colonial governments. In each case the usurpers were removed from power by homeworld forces. The most notorious of these incidents, the bloody Arag III Insurrection of 2153, was triggered by reactionary nationalists opposed to the one-world government of Earth. A similar rebellion, organized by a cell of heretically warlike Vulcans, was resolved without bloodshed in 2155 on the planet Ilcov Prime.

On at least two occasions, colonists discovered to their dismay that the "uninhabited" planets they had settled were in fact home to well hidden but decidedly sentient indigenous species. Diplomacy resolved the situation on Rotal after a brief flare-up of armed hostilities. Its reptilian, burrowing residents, the Rotalar, allowed an orderly withdrawal from their homeworld. The fate of the colonists of Garet V was more disturbing; its primitive, tusked swamp-dwellers wiped out every single one of the colonists before rescue ships could arrive. Garet V remains off limits to further exploration or contact to this day.

THE BIRTH OF THE FEDERATION

The first war of Earth's warp era was fought with the Romulans. It began in 2156 and ended in 2160 with the negotiation of the Treaty of Cheron. The war itself had little effect on colonization; although the Romulans did at one point threaten to subject several Earth colonies to atomic bombardment from space, this threat was never carried out. The terms of the treaty, instituting a Neutral Zone separating Earth and Romulan space, did, however, establish the first boundary on what had previously been a limitless frontier. The New Earth Republic now had a border.

The Romulan War inspired the five allied powers to join together into a single political unit, the United Federation of Planets, in 2161. Their new unity accelerated economic development and improvements in technology, making participation in the expansion even more attractive to potential colonists. Exploration missions contacted new spacefaring species; those who did not seek to join the Federation were at least willing to establish peaceful relations with it. A fifty-year period of peaceful progress allowed the Federation to make good on its promise of an ideal society, freeing its citizens from the petty injustices of a market economy so they could instead concentrate on achieving personal fulfillment. This era provided challenges to match the loftiest aspirations of its pioneers. The starship captains, scientists, philosophers, and colonists of this time are still regarded as great heroes and role models.

During this period, Starfleet constructed its first starbases. They provided a relay system allowing for faster communication with the core worlds, dispelling the sense of isolation plaguing many colonies. Starbases also served as a support network for newer, faster, and more reliable starships, from the *Daedalus*-class vessels used for exploration and defense to the unglamorous but vital freighters able to supply colonies with food, architectural and technical items, and even luxury goods. Although life in the colonies was still more difficult than daily existence in the advanced core worlds, emigration came to be regarded as an option for ordinary people, not just the hardiest and most confident Federation citizens.

War and Discovery

Federation historians mark the end of this golden era with the disastrous first contact with the Klingon Empire in 2218, which led to a century of armed conflict. Although the Klingons, guided by a lust for glory arising from their warrior ethos, preferred military targets, their starship captains were not averse to the occasional raid against industrial and civilian targets. When starships and starbases were not available, the Klingons attacked colonies. The UFP was forced to halt its expansion and devote its resources to defense. It bolstered its fleet of *Daedalus*- and *Ranger*-class starships and developed better anti-starship weapons. For the first time, the Federation found that its needs outstripped its resources. Colonists sometimes bitterly resented how Federation officials seemed to favor the needs of the more populous core worlds.

While the threat of attack was almost constant during this period (especially when a brief but extremely destructive second conflict, against the militaristic Axanarians, erupted in the early 23rd century), actual warfare with the Klingons was sporadic. Few colonies were attacked, although severe casualties were sustained during assaults on Omus II in 2239 and Bandek's Planet in 2241.

This period is also known as the Age of Discovery. Although the crews of Starfleet's new *Constitution*-class vessels, such as the *Enterprise*, discovered many new worlds (including many future Federation members), they also found new adversaries. The Federation discovered its border with the lizardlike Gorn in 2267 when Gorn forces attacked and killed all UFP colonists on Cestus III, which the Gorn claimed as part of their space. Captain James Kirk's contact with the fiercely territorial Tholians in 2268 led to recognition of a frontier with Tholian space. The Federation was increasingly hemmed in by hostile powers.

THE THIRD WAVE

Two pivotal historical developments—one diplomatic, the other technological—spurred a third wave of colonization that continues to this day.

The diplomatic breakthrough was an accord with the Klingons. Hostilities ceased in 2293. The peace process culminated in an alliance between the Federation and the Empire in 2352. Peace allowed the Federation to redirect resources from defense to renewed colonization. This, coupled with the fact that emigration to a colony now seemed less risky, prompted many Federation citizens to seek new homes on the frontier.

Replicators

The technological innovation was even more decisive: In a single stroke, the implementation of replicator technology reduced the difficulties of colonization by an order of magnitude. With a replicator, a fusion plant to power it, and a supply of raw materials, a colony could create any nonliving material it required. No longer would colonies have to depend on outside shipments for their basic requirements: Foodstuffs, materials for shelter, even simple technological devices, could

Your Game in the *Deep Space Nine* Continuity

Unlike *Star Trek: The Next Generation* and the original series *Star Trek*, *Star Trek: Deep Space Nine* depicts a static setting which goes through major political and social changes throughout the course of the seven-year run of the series. This presents Narrators with a wealth of options regarding when they set their series, ranging from early in the series (giving you six years of history against which to set the adventures of your Crew) to the post-War period. Some possibilities include:

1. **Early *DS9*:** The campaign is set in the very early years of the series. The Dominion is just an unpleasant rumor. The relationship between the Federation and the Cardassians is neutral, but often strained; some of that strain arises from ongoing Maquis activity and the questions it raises.

2. **Klingon War:** The campaign is set in the early-middle years of the series, following "Way Of The Warrior," when the Klingons break their alliance with the Federation. The Empire is once again a threat, and relations with Cardassia warm slightly as the Union tries to fight off Klingon aggression. The Dominion's existence is confirmed, and the magnitude of the threat it poses becomes apparent.

3. **Dominion Troubles:** The Dominion begins to threaten the Federation/Alpha Quadrant. It allies with the Cardassian Union, causing the Klingons to reform their alliance with the Federation. A period of nervous preparation for a potential war, shifting political alliances, and similar uncertainties.

4. **Dominion War:** The War breaks out. The Crew is swept up in it, either as combatants, combat support, or neutrals trying to avoid being hurt or captured while still making a living.

5. **Post-War:** The War has ended. The Crew must deal with a triumphant (but badly damaged) Federation, the potential threat posed by the Romulans and the Breen, the aftermath of the destruction of Cardassia, and so forth.

all shimmer into being at the touch of a button. Though still desirable, trade was no longer necessary; colonists could produce all the necessities of life locally. The Federation's promise of liberation from material concerns was now a reality not only on its advanced central worlds, but nearly everywhere in its territory. The introduction of holosuite technology also improved quality of life for colonists and starbase personnel. The age of the self-sufficient colony had begun, and with it, an outflow of the ambitious and adventurous from the core worlds out into the frontier.

Lingering Tensions

Although morale improved across the frontier regions, some deeply ingrained internal conflicts required political solutions. Self-sufficiency made secession a more viable option for colonists dissatisfied with Federation policy. Old-timers embittered by what they considered unfair treatment during the Klingon war era were ready audiences for the voices of dissent. Some colonies elected secessionist leaders who demanded full autonomy from their homeworlds. In certain cases, colonies demanded full and separate recognition as UFP members.

The ensuing political conflict sputtered along for decades, until a more pragmatic generation of diplomats and politicians brokered a series of compromises. Most of these compromises increased the political voices of individual worlds, such as Emila II's new position on the Federation Admission Committee. Others granted cultural or scientific treasures to a world, such as the founding of the Delane Astronomical Institute on Hurkos III. The prestige of this renowned research institute (originally planned for construction on Earth) gave colonists something of their own to be proud of—something best maintained by remaining a part of the Federation.

Three other colonies—Teros V and Hargale along the Romulan Neutral Zone, and Redian III in the Vela Expanse—sought complete independence from the Federation. After a series of tense, sometimes violent incidents, the Federation reluctantly granted their independence, extracting nonaggression treaties from each of the secessionist worlds. UFP political scientists viewed this as a disturbing setback, and took steps to ensure that it would not happen again. In each of the three cases, the instigators were extremists of one sort or another whose social vision radically opposed that of the Federation.

New guidelines instituted in 2347 discouraged colonists from banding together to found new societies propagating exclusive ideological, religious, or ethnic identities. They also required more comprehensive psychological screening for prospective colonists. Applicants whose tests showed antisocial tendencies were given the opportunity to undergo counseling in order to correct them and pass new evaluations. Some people point to these measures as evidence that Federation policies do not always match its egalitarian ideals.

Advances in Colonization

Advances in colonization marked this period. Improvements in sensor technology made the accidental colonization of inhabited planets even rarer than before. Now Starfleet could miss only extremely exotic beings—such as energy creatures or species with transdimensional biosignatures—during routine planetary scans. Innovations in terraforming meant colonization was no longer limited to Class M planets. Permanent installations devoted to scientific research or resource extraction were constructed in or around gas giants, asteroid belts, and a variety of astronomical anomalies.

Starship technology continued apace with the introduction of the *Galaxy*-class starship, exemplified by the *Enterprise*-D, captained by Jean-Luc Picard. The defensive, exploratory, and

diplomatic capabilities of this addition to Starfleet contributed significantly to the well-being of Federation colonists and core-worlders alike.

Diplomatic successes expanded to include numerous accords and treaties aside from the Klingon peace process. For example, a deal was struck with the Gorn allowing for peaceful coexistence between Gorn and Human colonists on the once-disputed Cestus III.

Sadly, not all encounters with new alien species were positive. The Federation found another border with a hostile neighbor when it encountered the forces of the Cardassian Union in 2335. Militaristic, authoritarian, and haunted by past deprivations, the Cardassians distrusted the Federation from the beginning, despite its peace overtures. In 2347, the Cardassians launched the most devastating attack on a Federation colony since the end of the Klingon Wars, killing approximately one hundred residents of the civilian outpost on Setlik III. It was later discovered that the Cardassians had ordered the attack in response to faulty intelligence; they had believed Setlik III was the staging point for an imminent Federation strike against them.

New Frontiers

Even a political power as vast as the Federation has its frontiers. In some places these are the borders between the Federation and another great power, such as the Klingons or Romulans. In others the frontier simply marks the boundary of known Federation space. In either case, the regions along a particular frontier offer numerous opportunities for adventure, intrigue, and excitement—plus the chance for the Crew to be the first people to explore a particular area of space, contact a new species, or open a new trade route.

The Gamma Quadrant

As of 2375, the Gamma Quadrant remains the most talked-about Federation frontier. Given the Federation's location in the Milky Way galaxy, the Gamma Quadrant would ordinarily be considered completely unreachable—not a frontier at all.

The discovery of the Bajoran wormhole changed that. Suddenly the Federation and the other powers located near it had a gateway deep into the Gamma Quadrant—specifically, to the Idran system (the wormhole's Gamma Quadrant terminus) and the systems within easy warp travel of it.

Federation traders, scientists, and explorers eagerly embraced the opportunities offered by the Gamma Quadrant. They located and catalogued new planets, and opened relations with new Gamma Quadrant species. A few colonies, such as New Bajor, were established on uninhabited Class M planets. However, the appearance of the Dominion changed these new relations and new dynamics considerably, as related on pgs. 14-17. Now that the Federation has triumphed in the Dominion War, many Alpha Quadrant citizens hope they can reopen relations with the myriad worlds and species of the Gamma Quadrant.

The Cardassian Demilitarized Zone

One of the most active Federation frontiers during recent years has been the Cardassian Demilitarized Zone, or "DMZ," established by the Federation-Cardassian Treaty of 2370. Although extensive, it does not include the Bajor Sector, which is not Federation territory.

According to the terms of the treaty, neither the Federation nor the Cardassian Union can place military outposts, conduct patrols of or military exercises, or station warships (as defined by the treaty) in the Zone. Furthermore, the treaty precisely defines the areas of space controlled by each power adjacent to the other's territory. This required some exchange of territory or resources on the part of both powers, which led to the formation of the Maquis by disgruntled Federation citizens.

The discovery of the Bajoran wormhole, coming as it did right after the cessation of hostilities between the Federation and Cardassia, made the DMZ one of the Federation's busiest frontiers. The number of traders and visitors passing through the sectors and systems bordering the DMZ has increased significantly.

An extensive black market and smuggling network accompanies the legitimate traffic in the area. While the Cardassians and the Federation engaged in some trade before the war, there has never been enough commerce to fulfill the needs of many Cardassian citizens, and the war only worsened the situation. Accordingly, these people turn to smugglers and other renegades to keep them supplied with the latest Federation goods (and to buy their own products to take back to sell on the other side of the DMZ). Both the Federation and the Cardassians have been hard-pressed to stop this illicit traffic, since the DMZ provides a convenient hiding place (neither power can enter the Zone, even in pursuit of a felon), and the smugglers' customers have little interest in turning them in.

When the Cardassian Union was allied with the Dominion, the situation along the DMZ was extremely tense. By allying with the Dominion against the Federation, the Cardassians broke the treaty, and thus abandoned the concept of a demilitarized zone. Both sides routinely violated what used to be the Zone to spy on the other. In effect, the DMZ ceased to exist; both powers fought battles in the Zone and in systems bordering the Zone. Since then, many residents have fled the area, some forever. The smugglers, of course, continue to thrive—at least those who survived.

Relations between Cardassia and the Federation remain uncertain following the war's end. The Federation is observing the former DMZ borders until new ones are negotiated.

Bases

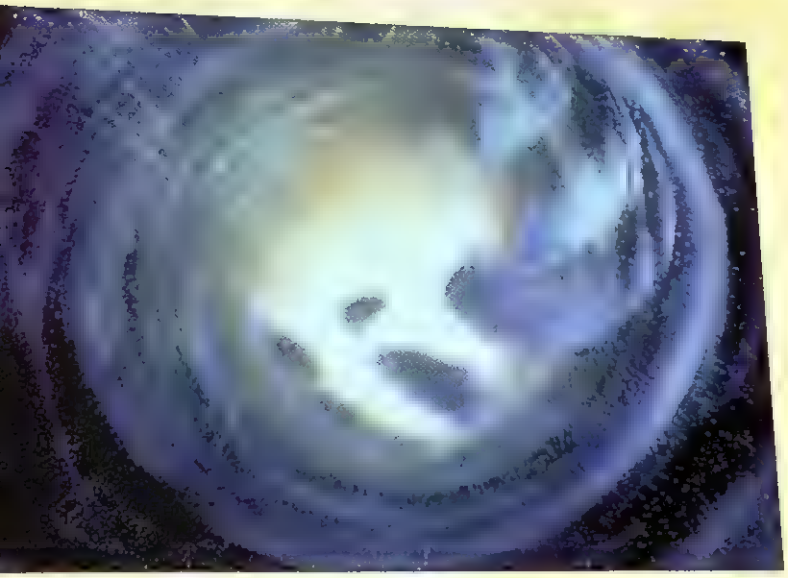
The Federation maintains several starbases bordering the former DMZ. The largest and best-defended of them remains Starbase 310, commanded by Admiral Nechayev. A large fleet of ships remains headquartered there, though no more than a third were actually present at the station at any given time

The Bajor Sector: Frontier Perilous

The initial Federation conflict with the Cardassian Union foretold dire events to come. Crisis after crisis has since enveloped the region of space in and around the Bajor Sector, where Cardassia Prime and Bajor, among others, are located. Starfleet officers assigned to defend the ever-shifting frontier have learned that more than just boundaries on a map have a way of changing at a moment's notice. Clear-cut moral choices on an ethics exam back at Starfleet Academy can quickly become less clear on the frontier. During the intergalactic conflict between the major powers of two quadrants, the Federation suffered the worst setbacks in its history. On the frontier, people sometimes find themselves doing bad things for good reasons—and vice versa—and wonder where the real limits of virtue lie.

Bajor

The planet Bajor played a pivotal role in the protracted conflicts of the 2370s. In the early 24th century, Bajor—home to an ancient, deeply spiritual people with a caste-based society—attracted the attention of the resource-hungry Cardassian Union. With its extensive uridium deposits, Bajor made an attractive target for conquest; defenseless in the face of Cardassian military might, Bajor fell to Cardassian invaders in 2328.



Many Bajorans fled their Cardassian-occupied homeworld. The Cardassians proceeded with the wholesale exploitation of Bajor's resources and forced its people into slavery, in the process killing, by some estimates, hundreds of millions of Bajorans. The Cardassian Union formally annexed Bajor in 2339.

One of the most hated symbols of Cardassian exploitation was its orbital ore processing installation, Terok Nor. It was from Terok Nor that Gul Dukat, the military prefect of Bajor, oversaw counterinsurgency efforts against the Bajoran resistance, resulting in the capture and execution of many freedom fighters. Despite his successes, the resistance continued to grow in both numbers and effectiveness. Using sometimes ruthless tactics, it was able to deal sufficient damage to Cardassian ships and personnel that the Cardassian Union chose to withdraw from Bajor in 2369, renouncing all claims to its territory. Many influential Cardassians, including Gul Dukat, opposed this decision.

2370

Although many within the Federation sympathized with the Bajoran cause during the occupation, the UFP did not intervene in their struggle. Not long after the Union's withdrawal from Bajor, the Federation reached a peace accord with the Cardassians. As part of the accord, disputed territory along the UFP-Cardassian border was divided between the two powers. The Federation now governed some Cardassian colonies. Conversely, the residents of a number of Federation colonies found themselves under Cardassian rule. Each side promised to deal fairly with the residents of its new possessions, allowing them autonomy and the freedom to conduct affairs as they had before the borders were redrawn. Many Federation colonies fiercely opposed the agreement, since they did not trust the Cardassian Union to uphold their rights.

Distrust of the Cardassians also motivated the Bajorans to request that the Federation refit Terok Nor as a Starfleet-maintained installation. Although the new starbase would be subject to Bajoran law, a Federation presence there would serve as a deterrent to Cardassian ambitions to retake Bajor. The Federation accepted the invitation and subsequently renamed the station Deep Space 9. Its defensive importance aside, Deep Space 9 was also intended to facilitate the economic recovery of Bajor. Bajoran and Federation commerce officials worked together to create a bustling hub for trade on the frontier. Starfleet assigned Commander Benjamin Sisko to run the installation in tandem with his Bajoran first officer, Major Kira Nerys.

The Wormhole

One of Sisko's first achievements in his new assignment was the discovery of the Bajoran wormhole, a spatial anomaly which made Bajor the most coveted strategic and economic prize on the UFP-Cardassian frontier. The wormhole allowed ships moving under impulse power to travel instantaneously to a point 70,000 light-years away in the previously unexplored Gamma Quadrant. Sisko also discovered the wormhole was inhabited by mysterious alien life forms existing outside of linear time. The Bajorans identified these entities (known to the Federation as the "wormhole aliens") as the Prophets, the deities of their ancient religion. Religious Bajorans interpreted Sisko's contact with them as evidence of his status as the Emissary, a revered intercessor between ordinary Bajorans and their gods. Although both

Sisko and his superiors were uncomfortable with this identification, it helped to popularize the Federation role in Bajoran affairs. Major Kira recognized the strategic significance of the wormhole and arranged to move Deep Space 9 adjacent to it.

The Maquis

The first major crisis to rock the new frontier was the rise of the Maquis, a paramilitary organization of former Federation colonists fighting for independence from Cardassian rule. As many colonist had predicted, the Cardassians soon broke their promises to leave the former Federation colonies alone, launching violent attacks against the most outspoken of the colonial leaders. As a result, a network of rebels established an underground resistance movement, the Maquis, modeled on the Bajoran resistance.

The Maquis structured their organization as a series of cells with no centralized command, so the capture and interrogation of any one rebel would only endanger a limited number of his co-conspirators. Only cell leaders knew the identities and whereabouts of other cell leaders. Using classic seat-of-the-pants engineering techniques, the Maquis remodeled old spacecraft into vehicles suited for guerrilla space combat. Stripped down, more maneuverable, and loaded with surprising firepower, these vessels, such as the *Peregrine*-class modified couriers, allowed Maquis crews to score unexpected successes against a variety of Cardassian targets.

At first the Maquis concentrated on economic targets, disrupting trade throughout the region. As their confidence grew, its captains, many of them former Starfleet officers with histories of insubordination or reckless behavior, sought out military targets of opportunity. Their apparent fearlessness was actually quite calculated; outgunned Maquis ships were quick to flee. Astrometric surveys stolen from Starfleet allowed them to find a number of hideouts in regions of space too treacherous for large Cardassian vessels to penetrate, such as the Badlands. Starfleet officers sympathetic to the Maquis provided them with intelligence and weapons; while many of them were caught, some presumably continue such covert dealings even to the present day.

Although the fierce but idealistic Maquis designated the Cardassians as their primary enemies, their attitude toward the Federation—which in their eyes betrayed them during the negotiation of the peace accord with Cardassia—was hostile at best. They took to stealing supplies and technology from Federation outposts and ships either by raiding them or through treachery and guile; even Deep Space 9 itself was not immune from their depredations. In many ways the Maquis became the first true point of contention among Starfleet officers, who before always shared a singular vision. Many Starfleet personnel defected to join the Maquis, and officers sometimes found themselves hunting down their former friends and shipmates. For example, in 2370, Commander Sisko exposed Starfleet diplomatic attaché Calvin Hudson as the leader of the Maquis cell responsible for the destruction of the Cardassian freighter *Bok'Nor*.

Contact with the Gamma Quadrant

Initial contacts with species from the Gamma Quadrant, such as the Dosi and Karemma, were positive, although Federation first-contact teams encountered repeated, fearful references to a powerful organization called the Dominion. Federation personnel made face-to-face contact with agents of the Dominion when Benjamin Sisko and his son Jake were briefly captured by the Jem'Hadar—Dominion warriors genetically engineered for ferocity and absolute dependence on their unseen masters, the Founders.

The Founders were later revealed to be an ancient species of shape-shifters from the Gamma Quadrant. In a militant overreaction to past discrimination against them, the Founders adopted a policy of absolute domination over all "solids"—their term for non-

shape-shifters. Using their ability to assume other forms, they infiltrated the governments of the Federation, the Klingon Empire, the Cardassian Union, and the Romulan Empire. Their espionage activities went undetected for several years, although Sisko soon learned more about them when his station security chief, Odo, discovered his lost heritage as a member of their species. The Dominion resolved to bar the peoples of the Alpha Quadrant from its territory by ordering Jem'Hadar warships to destroy a number of vessels and the colony of New Bajor, established by the Bajorans on the other side of the wormhole. The destruction of the *U.S.S. Odyssey* by the Jem'Hadar firmly established the Dominion's open hostility toward the Alpha Quadrant.

2371

In 2371, Bajoran religious leaders negotiated a formal peace treaty with Cardassia. Factions on both sides argued against the agreement, and distrust between the two pow-

ers continued. Meanwhile, some Alpha Quadrant powers decided to cut short any threat posed by the Dominion. A joint operation between the Cardassian Obsidian Order and the Romulan *Tal Shiar* sent a fleet through the wormhole to destroy the Founders' home planet in the Omarion Nebula. Their plan backfired spectacularly; the fleet arrived to discover that the Founders had fled, leaving behind a massive Jem'Hadar fleet which destroyed all the Cardassian and Romulan ships and captured the few surviving crewmembers.

2372

Emboldened by the failure of the Obsidian Order in the Omarion Nebula incident, a civilian uprising removed Cardassia's military rulers from power. For the first time in centuries, genuine authority rested in the hands of the Detapa Council, the civilian arm of the Cardassian government.

Klingon Chancellor Gowron concluded that the Cardassian uprising was a front for a takeover by the Founders and attacked Cardassia. The Federation condemned the attack, prompting Gowron to suspend the Khitomer Accords, the peace treaty between the Empire and the Federation. Although Sisko persuaded Gowron to cease his invasion of Cardassia, the Chancellor refused to withdraw Klingon forces from occupied Cardassian colonies. Fallout from the Omarion Nebula debacle changed policy in the Romulan Star Empire, as well: The Romulans concluded they had no choice but to sign a nonaggression pact with the Dominion.

Maquis activity continued during this period. Maquis leaders did not rest on their laurels just because of the advent of civilian rule on Cardassia; instead, they took advantage of the Klingon invasion to consolidate their gains. Federation efforts to aid the Detapa Council were sabotaged by Maquis operatives.

2373

Unfortunately the Klingon Empire, so worried about Founder infiltration of Cardassia, did not prove immune to such infiltration itself. After the crew of Deep Space 9 unmasked a Founder posing as General Martok, a member of the Chancellor's inner circle and the man who'd persuaded him to attack Cardassia, Gowron renewed the Khitomer Accords.

Maquis tactics reached their apex of ruthlessness when former Starfleet security officer Michael Eddington used biogenic weapons against several Cardassian colonies. Benjamin Sisko's response—poisoning the atmosphere of a Maquis colony and rendering it uninhabitable for 50 years—prompted Eddington's surrender. Following this incident, Maquis activities declined. Subsequently, the Maquis ceased to be a force in Bajoran Sector politics altogether: The Dominion, as a favor to its Cardassian allies, virtually exterminated the rebels, killing their primary leaders (including Calvin Hudson and Eddington) and all but a few others.

Captain Sisko tried to close the wormhole in anticipation of a Dominion invasion, but failed. A massive fleet of Jem'Hadar ships came through the wormhole and war seemed imminent. Gul Dukat, then acting as an apparent ally of the Federation against the Dominion, negotiated a surprise Cardassian-Dominion alliance. The Detapa Council was again eclipsed; Dukat became *de facto* ruler of Cardassia. The Jem'Hadar presence inspired renewed cooperation between Klingon and Federation forces. A complement of Klingon warriors, led by the real General Martok, took up permanent residence on Deep Space 9.

In late 2373, Dominion forces captured Deep Space 9. Prior to the station's fall, its Federation crew evacuated after sabotaging most of the station's systems and laying a network of self-replicating mines to block further traffic through the wormhole. Because it had signed a nonaggression pact with the Dominion, the Bajoran government was allowed to maintain the pretense that it still had sovereignty over Deep Space 9. Bajoran personnel on the station remained in place, despite their discomfort with the Cardassian return to "Terok Nor."

2374

After a period of participation in the war at the helm of the *Defiant*, Benjamin Sisko retook Deep Space 9 for the Federation in 2374 in an assault dubbed "Operation Return." This victory was an important exception to the general trend of the war, which heavily favored the Dominion-Cardassian alliance. Federation forces received a morale boost after the Dominion cleared away the layer of self-replicating mines from the Alpha Quadrant mouth of the wormhole. Just as a total Federation defeat seemed imminent, at Sisko's urging the Prophets destroyed a fleet of 2,800 Jem'Hadar ships as it came through the wormhole to reinforce the Dominion's position.

Unfortunately, being cut off from the Gamma Quadrant did not slow down the Dominion as much as the Federation hoped. It established cloning facilities to grow new Jem'Hadar warriors—"Alphas"—in Cardassian territory, while the Federation continued to sustain heavy casualties. Starfleet filled its depleted ranks with battlefield commissions, as dire necessity catapulted inexperienced officers into positions of authority. Betazed, one of the core worlds of the Federation, was conquered and occupied by Dominion forces.

Acting on false intelligence planted by Captain Sisko with the assistance of the Cardassian Garak, the Romulans abrogated their nonaggression pact and declared war on the Dominion. The Romulans' entry into the conflict slowed Dominion advances, balancing the odds between the two sides.

Determined to put the Dominion on the defensive, Starfleet ordered an invasion of Cardassia, spearheaded by Sisko. Sisko received visions from the Prophets warning him against going to Cardassia, but was refused permission to obey their message. During Sisko's successful push deep into Cardassian space, Gul Dukat, now a half-crazed renegade, infiltrated the station. Possessed by one of the Pah-wraiths—the sinister opposites of the wormhole aliens—Dukat darkened a powerful artifact of the Bajoran religion, the Orb of Contemplation, causing the wormhole to collapse. The invasion was partly stymied. Sisko returned to Deep Space 9 to find the Bajoran people profoundly demoralized, certain their gods had abandoned them.

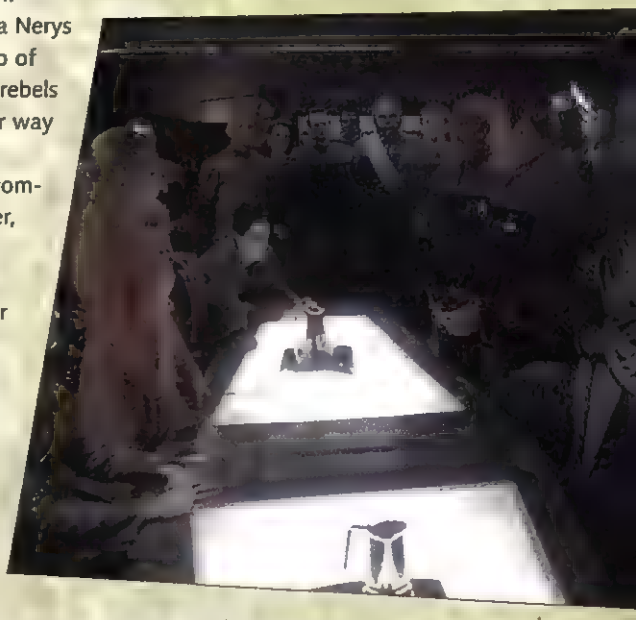
2375

The alliance centered on Deep Space 9 proved a delicate one when the Bajoran government discovered the new Romulan contingent on the station was covertly salting its hospital facility on one of Bajor's moons with an extensive weapons array. Concluding from their secrecy that the weapons were intended for use not against the Dominion, but against Bajor, Colonel Kira provoked a tense showdown with her Romulan counterpart, Senator Cretak. A doomed Bajoran attack on the Romulans was averted only when a Federation admiral, who had until then been siding with the greater power, weighed in on Kira's side of the standoff.

Sisko's discovery of another Bajoran artifact, the Orb of the Emissary, allowed him to reopen the wormhole. This difficult experience strengthened his appreciation for his role as Emissary, but not enough for him to heed the Prophets' advice when they told him not to marry his longtime girlfriend Kasidy Yates.

Events in the War proceeded swiftly. Despite intense Dominion opposition, the Federation managed to score several victories, including the destruction of the Monac IV shipyards and holding on to the planet AR-558. However, with the entry of the Dominion's new allies, the Breen, into the war the tide shifted against the Federation. A Breen attack on Earth caused significant damage to Starfleet Headquarters in San Francisco, and fleets in space found they could not withstand the Breen energy dissipator weapon. While they developed a defense against it, the Federation sent aid to Cardassian rebel Legate Damar, who was trying to free his people from Dominion rule.

As the Federation launched a final assault on the Dominion lines around Cardassia Prime, the Dominion began a mass extermination of the Cardassians, obliterating several cities and killing over 800 million people. But their efforts were in vain.



Colonel Kira Nerys and a group of Cardassian rebels fought their way into the Dominion command center, where Odo linked with the Founder leading the Dominion forces in the Alpha Quadrant. This cured her of the disease threatening to kill all of the Founders, causing her to surrender immediately—the first surrender in the 10,000-year history of the Dominion. The victorious Federation and its allies are now left to try to rebuild shattered worlds, economies, and vessels, and to heal the wounds caused by years of conflict.

during the war (the rest were out on patrol or engaging the enemy). Nearby starbases include 158, 530, and 271.

The Cardassians likewise fortified their DMZ border, and their bases were augmented with Dominion technology and fleets of Jem'Hadar vessels. According to Starfleet Intelligence, their main post on the border was Gevreton Nor, located in the system of the same name. Due to its large emplaced phased polaron beam arrays, Gevreton was never considered a viable Federation target. Since the end of the war it has lain dormant, with only a skeleton staff to man it. The Cardassians also have bases in the Pelosa, Olmeroc, and Sheba II systems.

THE KLINGON BORDER

Although no longer the military flashpoint it was a century ago, the Federation-Klingon border is not completely peaceful either. For many years following the signing of the Khitomer Accords, it was the site of decreased military presence by both sides. The Klingons could not afford to maintain a network of bases there, and saw no reason to in light of the Accords. The Federation in turn was able to reduce its own forces there. Colonists, settlers, and merchants quickly moved in to take their places, and a lively trade sprang up between Federation citizens and the Klingons.

For nearly 80 years, relations along the border were peaceful. Occasionally there was some misunderstanding, or some provocation on the part of an old-guard Klingon warrior who felt that maintaining cordial relations with the Federation was wrong, but cooler heads on both sides prevented any of these incidents from causing long-lasting problems.

The region heated again in 2372, when Federation opposition to the Klingon invasion of Cardassia caused Chancellor Gowron to abolish the Khitomer Accords. The Klingons occupied their old bases (those which were still salvageable, anyway), and the Federation put its forces in the area on alert. Although there were a few skirmishes along the border, no major battles were fought before the two sides declared a cease-fire.

The outbreak of the Dominion War strengthened ties between the Klingons and the Federation. The border area, with its network of bases on both sides, became important as a point where the two allies could meet to exchange information and plan strategies against Cardassian-Dominion forces. They secured the entire area through increased vigilance on the part of personnel and the assignment of extra ships to the local bases.

Bases

The Federation fronts two major starbases in the region: 212 and 234. Construction was begun on a third, 462, during the hostilities of 2372, but it remains only partially completed. The Federation has not moved forward with the project to avoid rankling the Klingons, who might see a new starbase—especially one as large and powerful as 462—as a potential threat. Starbase 212 serves as the headquarters for Federation activity in the area.

The Klingons used to staff over a dozen bases along their border with the UFP, but during the past 80 years they abandoned over half of them. Several of these were reactivated in 2372 or thereafter, but because of their antiquated systems they pose little threat to anyone until they undergo extensive renovations (which the Empire cannot, as yet, afford). The four bases maintained since the signing of the Khitomer Accords are all fully functional and well armed.

THE ROMULAN NEUTRAL ZONE

For the past half-century, the Romulan Neutral Zone has been the frontier that has given the Federation the most cause for concern. A long ribbon of space approximately one light-year across, the Romulan NZ was established in a 2160 treaty negotiated between the two powers by subspace radio following the Earth-Romulan conflict. The treaty is a fairly simple one whose primary provision states that violation of the Neutral Zone by either the Romulan Star Empire or the Federation shall be considered an act of war. The Treaty of Algeron (2311) redefined the Zone and reiterated the terms of the initial treaty.

Despite these dire warnings, both sides, but primarily the Romulans, have seen fit to violate the Neutral Zone on many occasions during the past two hundred years. The entire area was extremely volatile, and military planners on both side have long predicted that war was likely to break out there. But tensions along the NZ have eased since the Federation and the Romulans established an alliance in 2374 to fight the Dominion. There is hope the increased level of contact between the two powers will lead to greater understanding and an even greater reduction of tensions in the future.

Because of the situation along the Neutral Zone, Starfleet established many bases near the Federation side of the Zone. In addition to the Deep Space 7 station, the three largest are Starbases 23, 39-Sierra, and 173; there are also hundreds of minor outposts, unmanned listening posts, and similar installations. Because the Federation has, in general, abided by the terms of the Treaty of Algeron more strictly than the Romulans, it knows little of the Romulan bases on their side of the Neutral Zone.

For more information about the Romulan Neutral Zone and the situation there, refer to *A Fragile Peace: The Neutral Zone Campaign, Vol. 1*, other volumes in the Neutral Zone campaign series, and *The Way of D'era: The Romulan Star Empire* boxed set from Last Unicorn Games.

THE BORG BORDER

Technically, the Federation and the Borg do not share a border—Borg space is located deep inside the Delta Quadrant. However, Borg ships have invaded the Federation on more than one occasion, and they seem to have forward bases in the Delta Quadrant near the Alpha Quadrant, giving them relatively easy access to Federation space via their transwarp conduits. Therefore, the Federation sector nearest the galactic core and the Delta Quadrant—Typhon Sector—can in a sense be considered the "Borg border."

Historically, Typhon Sector has been the first system entered by Borg ships as they approach the Federation, and was the first site of Federation-Borg conflict. The purpose of facilities there is not so much to stop the Borg as to slow them down and alert the Federation that they are coming.

Typhon Sector is located approximately 100 light-years from the inner Federation core. It has few habitable planets; as its name indicates, it contains many young, hot stars and planets with heavy volcanic activity. Stellar disturbances and storms are frequent. Nevertheless, the Federation has managed to establish a foothold there—Deep Space 5 (see page 22).

THE THOLIAN BORDER

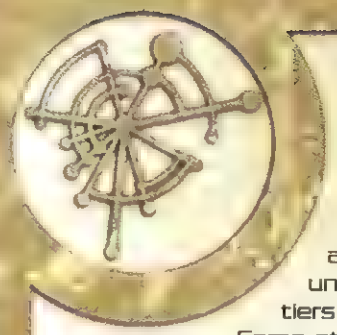
Tholian space borders the Federation on its rimward edge, antispinward of the Federation "center" as the two are viewed in the X-Y plane. Contact was first established there in 2268, when the Tholian Assembly accused the Federation of invading an area it had annexed. Tensions remained high, and in 2353 the Tholians attacked the main starbase in the border region, Starbase 407. All personnel there, with the exception of Kyle Riker, were killed. This incident nearly started a war; anti-Tholian training exercises became a mainstay at Starfleet Academy.

Fortunately, thanks to the hard work of diplomats on both sides, the escalation of hostilities was averted, albeit narrowly. The area remained volatile as late as 2367; it was feared that the Tholians might be drawn into a Klingon civil war (Tholian space also borders the Klingon Empire). However, formal diplomatic relations between the Federation and the Tholians were finally established in 2368. Ambassadors were exchanged and trade established (the volume of trade, at first quite small, has since grown to significant proportions). In 2371, a Tholian ambassador visited Deep Space 9. A Tholian observer was also present at the ill-fated Antwerp Conference later that year, and was unfortunately killed in the bomb blast. Despite this setback, relations with the Tholians seem to be on an even keel—for now.

Bases

The Federation rebuilt Starbase 407 shortly after its destruction, heavily fortifying and arming it. The other starbase in the area, 355, was also upgraded. Since then no new bases have been built, to avoid antagonizing the Tholians and disrupting the ongoing diplomatic process. Since formal relations were opened, both bases have hosted numerous Tholian delegations, and have seen their populations and activity increase as trade with the Tholians has increased.

Similarly, the Tholians have hosted several Federation diplomatic parties at bases near their border. Tholian bases are symmetrical weblike structures of small modules or units connected with bridges; the whole thing resembles, in the eyes of some, an enormous model of a molecule.



Other Strange Frontiers

The Kellinan Reach and Draconis Outback aren't the only strange, unusual, or intriguing frontiers bordering the Federation. Some other places where your Crew might find frontier adventure and excitement include:

The Jenatris Corridor: A narrow region of space bisecting the former Cardassian DMZ, the Jenatris Corridor (named for its discoverer, a Centauran scientist) is a region filled with small nebulae and odd subspace anomalies; it's also prone to plasma and ion storms. This makes it difficult to travel safely; communications and sensor equipment work poorly in the region (or when trying to detect objects inside the region). However, this quality makes it very attractive to smugglers, pirates, and others of their ilk, who find the Corridor a convenient, if somewhat dangerous, place to hide out or smuggle goods between Cardassian and Federation space.

Federation-Sheliak Border Zone: Established by the Treaty of Armens (2255), this neutral region of space provides a buffer zone between the Federation and the reclusive Sheliak Corporate. Quiet for over a century thereafter, the Border Zone region has seen a surge in Sheliak colonization and other activities in the past dozen years or so. Since they consider Federation member species inferior, the Sheliak have not deigned to tell Starfleet what they're doing, but an increased demand for some materials has led to a similar increase in trade (and smuggling). What the Sheliak are up to remains to be seen; it may be simple expansion, or something far more sinister....

The Ionite Nebula Region: The Ionite Nebula, a large body of interstellar gasses, is unusual in that it encompasses several star systems within itself. Several of these systems are inhabited by sentient species. The Luria system, for example, is home to the Lurians; the Federation also suspects that the Lethean homeworld is located somewhere within the nebula. Controlled by no one interstellar government, the Ionite Nebula is a freewheeling place where many criminals, disreputable traders, and the like can operate or hide with relative safety. The Federation has extended aid to some local governments in an effort to curb the problem, but so far with little success.

THE GORN BORDER

The border between the Federation and the Gorn, once a likely theater for an interstellar war, is now a monument to the benefits of peaceful cooperation between species. It is centered on the planet Cestus III, at one time a bone of contention between the Federation and the Gorn, but now a Federation colony where many Gorn also live.

Initial Human-Gorn contact in 2267 resulted in the deaths of the first Federation colonists, whom the Gorn viewed as invaders, and the near-outbreak of a war. The interference of the Metrons, a species of powerful beings, prevented war. They forced Captain Kirk of Starfleet and Captain Rheuzz'r of the Gorn to engage in single combat. Captain Kirk won and showed his defeated opponent mercy, so the Metrons granted possession of Cestus III to the Federation.

With peace in the area mediated, in effect, by the Metrons, the Federation halted plans to construct a starbase there and entered into negotiations with the Gorn, who proved friendlier than first contact with them had suggested. The result was a treaty establishing the Gorn-Human Mutual Understanding Council and granting the Gorn the right to settle a limited number of colonists on Cestus III. From this excellent start, relations with the Gorn continued to develop and improve over the next hundred years. Today 25,000 Gorn reside on Cestus III, living side by side with Federation colonists. Trade between the two powers has continued to increase, and the opening of formal diplomatic relations may occur soon.

For more information on Cestus III, refer to *Planets of the UFP, Vol. 1,* from Last Unicorn Games.

THE KELLINAN REACH

Located "above" the rimward portion of Federation space (or, in more scientific terms, along the positive Z axis as one normally views Federation space) exists a large area of unclaimed space. According to reports received by the Federation, located on the other side of this area lies a powerful interstellar civilization called the Kellinan; therefore Starfleet stellar cartographers have dubbed the area the "Kellinan Reach." So far no contact has been made with the Kellinan, but the Kellinan Reach is one of the least tamed of the Federation frontiers.

By most estimates, the Kellinan Reach is at least 165 light-years wide, and may in fact be larger. So far Federation vessels have penetrated only about ten light-years into the region. A few small Federation colonies have been established in the star systems nearest the defined Federation border. Starfleet has made contact with several spacefaring species living in the Reach, and its Diplomatic Corps has begun the process of opening relations with them.

In the meantime, the Federation mainly interacts with these species through trade. Federation economists (to say nothing of the Ferengi) view trade with the Reach as an enormous opportunity, though as yet it is still fairly small. Most of the trading occurs at a facility known as "Bridgetown."

BRIDGETOWN

The origins of Bridgetown, a mining facility built onto one side of a large asteroid, are not precisely known. One part of the complex takes the form of a large arch which "bridges" a chasm on the asteroid where most of the mining took place—hence the nickname "Bridgetown" when it was first discovered by Evets Gnol, well known in the Federation as a crafty, egotistical pirate and scalawag. To Evets it seemed like the perfect hideout, since it was outside Federation jurisdiction. However, as word of his discovery leaked out, others came to the same conclusion. Soon he was only one of many outlaws hiding there. Eventually more legitimate citizens—traders, prospectors, salvagers, and the like—came to live and work there.

Neither Evets nor anyone else who has examined the facility knows what species or person built it. Its style, and the writing on its equipment, matches nothing known to the Federation. It may be Kellinan. If not, perhaps the Kellinan can provide clues regarding its builders—or owners.

Bridgetown serves as an important, if somewhat dangerous, trading outpost. It has no formal government; Evets serves as a sort of "prince of thieves," but generally anyone living there has to fend for himself. Some of the other powers in town include a feared Orion Syndicate leader named Krist Mor (who is accompanied everywhere by his ruthless bodyguards, Arzix and Cahill), and a notorious scholar-mercenary who goes by the name K'hite.

Some of the "citizens" of Bridgetown, who like their wild-and-woolly home just as it is, fear the Federation will soon move to establish a formal presence on the asteroid and "clean it up." No one can deny that its importance as a trading post with the species of the Kellinan Reach is increasing. Many inhabitants spend a lot of time speculating about what the Federation will do, and trying to figure out ways to keep their normal businesses going under its nose when it arrives. Federation officers posted to Bridgetown will have to exercise great caution, and maybe even bend regulations to get things done.

THE DRACONIS OUTBACK

A large wedge of space between the Federation and the coreward parts of the Bajor Sector and Ferengi space, located

not too far from Tzenkethi space, the Draconis Outback is the very definition of "frontier." Sparsely settled by colonists, researchers, and prospectors, it holds allegiance to none of the major powers. Free traders, merchants, and smugglers make a good living here, supplying goods and "services" to the scattered settlements and outposts. It's a rough and tumble place where more than one wanted man has decided to hide out, and where even peaceful folk tend to keep their phasers close at hand.

Treaties and Frontier Regulations

In many frontier areas, the terms of a treaty or treaties govern the Federation's rights and scope of activity. Of course, a treaty only bears as much validity as the parties give it; but as an honorable government, the Federation does its best to adhere to the agreements it makes with other governments. Those other governments are not always so scrupulous—the Romulan violations of the Neutral Zone under cover of cloak being an excellent example—but the Federation feels that obeying its treaties is important for many reasons, even if it sometimes puts itself at a disadvantage by doing so.

Military Treaties

Many treaties emphasize matters of military activity and defense. Military clauses—such as those in the Federation-Cardassian Treaty and Treaty of Algeron—address numerous issues. These include demilitarized zones, patrol rights, the right to enter specific regions or star systems with vessels mounting military-grade weapons, mandatory arbitration of disputes in an effort to prevent violence, and even limits on the number and types of ships or troops a given government can have. These clauses become important in frontier regions where interstellar powers are likely to run into each other. Few wars have started over misunderstandings related to trade agreements, but many have resulted from misinterpretations (deliberate or otherwise) of a party's military rights.

Obviously, military treaties restrict Starfleet's ability to take action in many situations. While Starfleet may not, in general terms, object to staying out of a particular region of space, that agreement becomes a significant problem when a vessel patrolling the restricted zone receives a distress call from inside it. Does the captain respond to the signal, and risk interstellar war? Or does he play it safe, possibly condemning the crew of another ship to death? The possible involvement of enemy forces and espionage organizations only further complicates the picture. Some more recent Federation treaties include a "right of rescue" which covers such situations, but since these clauses lend themselves to abuse, few governments agree to them.

Commercial Treaties

Another type of treaty clause is the commercial or economic clause. Typically such clauses establish trade terms, value currencies, create trade routes, impose or abolish tariffs and duties, or even specify the amount and type of goods the parties can trade. In many cases trade treaties precede, or accompany, the establishment of formal diplomatic relations, providing a way for the Federation to develop contacts with another civilization and create a mutually beneficial relationship. Of course, trading treaties are also used by parties like the Ferengi as a first step toward economic domination. By establishing specific trading zones or goods limitations, treaties sometimes plant the seeds of conflicts Starfleet has to cope with later on.

Colonization Treaties

Colonization clauses constitute the last type of treaty provision affecting the frontier regions. Most of the species known to the UFP require Class M planets on which to live. There are only so many Class M planets to go around, so it's not unusual for governments to fight over the right to develop a planet—Cestus III being a textbook example. Colonization clauses define who gets to colonize what planets, or who has colonization rights within a particular region or sector of space. Sometimes, as on Cestus III, two or more governments can agree to let their people share a planet, but such instances prove rare.

Treaties may also affect existing colonies. The Maquis problem derives from just such a treaty. Federation colonists in the areas ceded to the Cardassian Union by treaty refused to move, despite being ordered to do so by their controlling authority. Instead, they formed an armed resistance, and have continued to plague both governments ever since. Treaties also affect colonies by shifting trade lanes, improving or diminishing a colony's economic clout, changing the number of colonists allowed to settle in a sector or system, or altering the laws applicable to the colony.

Other Regulations

Many internal regulations govern Starfleet's actions on the frontier. First and foremost of these is, of course, the Prime Directive. New species, spacefaring or otherwise, are most commonly encountered in frontier regions. Therefore ships and Crews patrolling these areas take special care not to violate the Prime Directive.

Starfleet regulations pertaining to the conduct of vessels within non-Federation space are extensive and strict. Starfleet knows just how many wars have started due to nothing more than a lack of courtesy on the part of one side or another. Among other things, these regulations require starships to make contact with non-Federation species whenever possible before entering their territory. They specify only impulse power to move through non-Federation systems, unless the inhabitants grant permission for the ship to use warp power. They also forbid starships from activating their shields or running with weapons powered unless the safety of the ship dictates otherwise, in the captain's judgment.

The Deep Space Stations

Although Deep Space 9 remains the best known of the Deep Space stations, as its name indicates, it's not the only one. The Federation has used the "Deep Space" designation for several decades now. It indicates a base located on the fringes of Federation space, at least at the time the base is named. Some fall, technically, well within Federation space, but are located in unexplored areas which essentially qualify as frontiers. A few monitor areas which were once frontiers but now are not. Others, such as Deep Space 9, border a frontier, or occassionally exist outside Federation space altogether. In numerical order, the Deep Space stations are positioned as follows:

Deep Space 1

Deep Space 1, the original Deep Space station, was built along the Romulan Neutral Zone in 2294. Its purpose was to protect Federation colonies in that region, spy on the Romulans, and monitor the Neutral Zone for signs of Romulan activity. It was destroyed during the Tomed Incident of 2311, with all hands on board; it was later replaced with Deep Space 7.

Deep Space 2

Deep Space 2, a large station built in 2316, monitors a sector on the rimward edge of the Federation. It was a border outpost designed to facilitate exploration toward the rim. Under the command of Captain Tenosh, a Tiburonian, the crew of Deep Space 2 helped initiate contact with many new species, several of which eventually joined the Federation. Others did not join but became important trade partners. By 2330, the Federation's boundaries extended so far beyond the station that its original mission had become obsolete. Consequently, the Federation converted it into a free port under the jurisdiction of a council composed of members representing the eight species inhabiting nearby territories. The Deep Space 2 designation was dropped when Starfleet changed its name to Tormerac Station (after the system in which it is located). It remains an important trading port today.

Deep Space 3

Deep Space 3 was established as a means of opening relations with (and keeping an eye on) the Breen and several other hostile species located near the Breen sector of space. Construction was completed in 2328; with periodic maintenance and overhaul, including the repair of damage suffered in attacks and catastrophes, the station has operated uninterrupted to this day. As of 2375 Admiral Marcus Holt commands it. He reported making significant strides toward improving Federation relations with the Breen during the years prior to the Breen-Dominion alliance, but in light of that alliance one must question whether his progress was but a Breen sham, or at the very least is now all for naught. Deep Space 3 is sure to become a hotbed of Federation-Breen conflict (military or otherwise) in the near future.

Deep Space 4

Deep Space 4 is one of the Federation's chief outposts along its low-lying (negative Z axis) border. Built in 2352, it utilizes the typical mushroom-shaped "spacedock" design, with some modifications, including a slightly enlarged lower module to help balance the large upper module. It is based in the Lidara Sector, a region of space containing approximately three dozen star systems but not a single intelligent species. Although several Class M planets fall within the region, none is inhabited, even though some show evidence of former civilizations. Puzzled by these unusual phenomena—most sectors the size of Lidara house at least one sentient species, even if it has not yet achieved spacefaring capabilities—the Federation halted further advancement in that direction until the mystery was solved. It built Deep Space 4 to serve as a platform for investigation and, if necessary, to defend the Federation against whatever is out there. Several exploratory expeditions have traveled beyond the Lidara Sector; although two have not yet returned, the others have brought back valuable data. Starfleet hopes the ongoing archaeological expeditions on the Lidaran worlds, and victory in the Dominion War, will give it the opportunity to focus more resources in this area.

Deep Space 5

Located in the Typhon Sector, the Federation territory closest to the Delta Quadrant, Deep Space 5 serves as the Federation's first line of defense against the Borg. Built in 2361, shortly after Typhon Sector was first explored, Deep Space 5 resembles a series of large disks built into and around a central column. Although it does not see a lot of ship traffic, it offers docking ports for starships along the perimeter of several disks.

Originally intended to function as a standard Deep Space station, Deep Space 5's current purpose is neither commercial nor diplomatic, but military. It has been configured to scan for signs of Borg activity and inhibit the progress of advancing Borg vessels. Its sensors and tactical systems receive frequent upgrades to implement the latest Starfleet advancements. Its defense systems currently include, among other things, torpedo launchers with a 20-torpedo spread capacity (both photon and quantum torpedoes) and the most powerful phaser arrays and shields available. Analyses and drills are performed every month using the latest intelligence to improve weapon performance against the Borg. Before stationing personnel on Deep Space 5, Starfleet requires all candidates to pass rigorous psychological tests, ensuring they can cope with the extreme stress that accompanies the danger of the assignment.

Despite its somewhat uncharacteristic military posture, Deep Space 5 has helped the Federation to open relations with several species in nearby systems. As a result of its success, Starfleet is considering expanding the station, or building another one nearby.

Deep Space 6

Construction of Deep Space 6, intended as a Romulan Neutral Zone monitoring station, was begun in the early

2360's. But in 2363 a freak explosion killed the construction team, destroying most of their work at the same time. Although Starfleet Intelligence suspected Tal Shiar involvement in the "accident," it has never proven foul play. What little was salvageable of the station's remains were later committed to the construction of Deep Space 7.

Deep Space 7

Built in the mid-to-late 2360's, Deep Space 7 remains one of the newest Deep Space stations. It sits near the Romulan Neutral Zone and serves as a focal point for the monitoring of the Romulans and protection of Federation systems near the Neutral Zone border. It replaced Deep Space 6, destroyed nearly 50 years before.

Deep Space 7 reveals a central axis running through three "wheels"—a large central ring, with smaller rings above and below making the upper and lower rings. Bridges connect these rings to the central axis, much like the spokes of a wheel. Its communications and sensory equipment—not to mention its defensive systems—all demonstrate state-of-the-art technology. Starfleet Intelligence maintains a significant presence on the station.

Deep Space 8

Design of Deep Space 8 began in 2370, but it has not yet been built. It was first planned as another monitoring station along the Romulan Neutral Zone, but the recent alliance with the Romulans called that decision into question. The station's disposition has not yet been decided.

Frontier Settlements

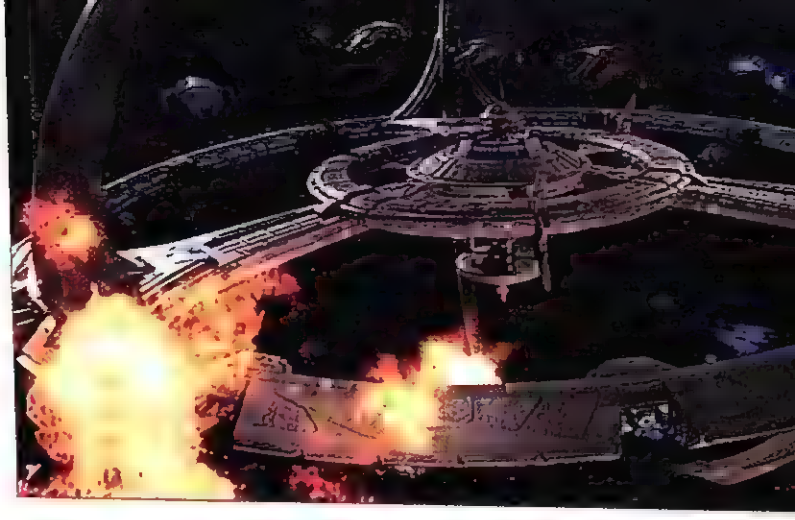
Frontier colonies feature prominently in the daily lives of most personnel operating from a Deep Space station. Base commanders are in part responsible for the safety and prosperity of colonies in their sectors. The decisions these commanders and their crews make must take the interests of local colonists into account. If they don't subscribe to the colonist's way of thinking, they can at least relate to it. Some station personnel may even be from the frontier settlements.

Hardships

Despite the technological and social advances which have occurred since the first colonies were established centuries ago, life in the colonies and along the frontiers remains more difficult than life among the core worlds and domesticated sectors of the Federation.

Resource Scarcity

Replicator technology makes life much easier for colonists, but it remains far from a cure-all for resource scarcity. While fusion provides cheap energy for industrial replicators, few colonies can safely build the number of fusion plants required



to provide them with the same replicator output the core worlds take for granted.

Developing colonies must ration access to replicated goods. Many colonies monitor the use of replication facilities, and forbid frivolous or squanderous "misuse," even when a colonist remains within his personal allowance. Tight-fisted requisitions officers argue that if a colonist can afford to waste rations on something unnecessary, he should instead donate them to someone who needs them to produce something vital. The list of "frivolous" items varies from administrator to administrator; many requisitions officers take perverse pride in enforcing the most stringent regulations.

Although colonists go hungry only during emergencies, they generally enjoy fewer material possessions than people back home. Their possessions generally demonstrate simple design and rugged construction, often lacking ornamentation and other luxury amenities. Personal dwellings prove less spacious than the Federation norm (to preserve heating energy) and more basic in design (again, to conserve replicator resources).

Even greater restrictions control access to items which replicators cannot safely or easily create, such as certain foodstuffs or some complex technological items. Since colonies have to import these items, a colonist must budget carefully for them. Any resident of Earth or Alpha Centauri can go out for a delicious restaurant meal of fresh, nonreplicated food without giving the matter a second thought; in the colonies, such luxuries are reserved for special occasions.

Social Isolation

Colonists have, of course, left their original homes behind. Although they strike out on their own with hopes of starting new lives, many still suffer from homesickness. Those trying to maintain communications with coreworlders can do so only sparingly, since the personal use of subspace communications is usually rationed. The Federation, in order to prevent the sort of nationalistic uprisings that followed the Klingon War, encourages multicultural settlement patterns. The ideal colony is as culturally and racially varied as the makeup of a starship crew. The downside of this "melting pot" philosophy is obvious—colonists often find few members of their home culture to interact with. Although most colonists make the best of such arrangements and form new connections with neighbors of other species, some continue to feel isolated.

Successful communities develop strong internal bonds by working together for the general welfare. These healthy and necessary bonds can lead to tensions, however. Some colonial communities become insular, developing a sense of distrust and contempt toward outsiders. On the core worlds, counselors work to cure such social problems. On the frontier, they sometimes grow unchecked, and may in time flourish to challenge the open and inclusive policies of the Federation Council.

Military Insecurity

Security remains a primary concern for frontier colonists. Federation frontiers border hostile neighbors or the Great Unknown, so colonial populations are the first to bear the brunt of invasions, suffer under occupying forces, and be threatened with weapons of mass destruction. As some unfortunate colonies learned during the Dominion War, their vulnerability does not necessarily guarantee them Starfleet protection during times of crisis. Incapable of preventing the Dominion from conquering and holding a core world like Betazed, Starfleet could not devote extensive resources to defending a single colony.

Although many colonies remain acutely aware of the threat of invasion and occupation, they also realize some benefit from their general military insignificance. For example, the Dominion-Cardassian alliance ignored most Federation colonies, presumably because their defeat would offer only marginal strategic gains. So rather than depending on the uncertain aid of Starfleet, many colonies have begun implementing their own measures to defend themselves. They construct their own militia fleets by converting runabouts, freighters, and light-use vessels into capable fighting ships. When possible, they construct planetary defense systems, such as unmanned orbital ship-killers. Ironically, many are now adapting methods developed by the Maquis to fit their own, unique situations. In fact, some colonial militia instructors are former Maquis who, realizing the Dominion posed a greater threat, quietly returned to Federation territory in the wake of the destruction of their organization.

For now, militias and home defense units coordinate their efforts with Starfleet as much as possible. Most prove unwilling or unable to stray beyond their own territories. They try to stay in touch with each other, however, and often share strategies, techniques, and training facilities.

Rewards

Hardships aside, most colonists are happy with the choices they've made and would encourage others to join them on the frontier. Emphasizing the difficulties while ignoring the rewards misrepresents frontier life. While the hardships are mostly material and transient, the rewards can be both personal and longlasting.

Sense of Accomplishment

Federation ideology posits the fulfillment of personal potential as the most important goal in a citizen's life. Federation culture celebrates individual achievement; citizens grow up planning to add to the great accomplishments of the past, hoping their names will go down in history. In the core worlds, it's often hard to make one's mark. In a developing colony, every leader, every doctor, every engineer, every farmer makes a measurable contribution towards a new society, and may one day be remembered as a heroic forefather of the established community.

Self-reliance

Some people feel that freedom from material concerns, characteristic of life in the core worlds, is not as wonderful as it's made out to be. People only achieve their full potential when they are tested, when failure has serious consequences. Individuals who believe this come to the colonies hoping to free themselves from the stultifying qualities of the easy life. To them, the material deprivations of the frontier are a healthy, positive thing, no matter how much one might grouse about them. On the frontier, a person's circumstances improve through hard work. Success is not a birthright, but something you earn. Just as some people become great scientists or decorated Starfleet officers to fulfill their personal destinies, others live lives of true self-reliance, making their own furniture, growing their own food, and reshaping the land to match the contours of their inner selves.

Clash of Interests

Membership in a federation is an exchange. Each state agrees to give up its autonomy and sovereignty in exchange for the benefits of affiliation with a larger political entity. The challenge facing a federation's leaders is to balance conflicting interests. The process becomes truly thorny when opposing interests of different blocs can't be reconciled, and the federation's leaders must choose the interests of one group over another. Inevitably, this leaves the members of the "losing" bloc wondering if the arrangement still works for them. Independence movements arise when a large constituency concludes it would be better off reclaiming its autonomy and making decisions locally.

In recent years, the interests of many colonial regions have at times been at odds with those of the core worlds. Many colonists worry that they are paying a heavy price for membership in the UFP, but reaping few of the benefits.

The most dramatic recent example of an outright clash of interests within the Federation is the Cardassian peace process of 2370. The Federation Council chose to sacrifice the interests of over a dozen colonies along the Cardassian frontier, in effect expelling them from the Federation and placing them under Cardassian rule. The Council's great reluctance to make this sacrifice gave no solace to those affected. When the Cardassians broke their promise to respect the autonomy of the former Federation colonies, the resistance movement known as the Maquis was born.

The Dominion War forced many of these colonies back into the bosom of the Federation, when they sought whatever protection Starfleet could give them against the Cardassian-Dominion Alliance. A few colonies, such as Herminos V and Arg'ha Prime, willingly defected to the Alliance, signing nonaggression pacts to ensure their survival. When the people of these worlds learned what it was like to live cheek-by-scale with the Jem'Hadar, forced to work at shipyards and ketracel-white manufacturing facilities, word spread to other colonies that even the limited help the Federation could provide was preferable to existence as a Dominion protectorate.

Local Conflicts

Federation planners try to avoid colonizing worlds too close to hostile neighbors, but the demand for Class M planets leads to the occasional error in judgment. Sometimes neighbors who seem well disposed to the Federation cause problems after colonies have been in place for many years. If the Federation establishes a colony near a planet with pre-warp technology, trouble may arise when that culture reaches the stars.

For example, the Pydak, a hirsute species with a rigidly communal social structure, recently achieved warp capability. They have taken to disturbing their neighbors along the Gorn/Federation border, interrupting communications and blockading vessels, in a misguided effort to persuade others to convert to their way of life. Their ships, though armed, pose little threat to a Federation starship, but freighter and runabout passengers can scarcely thumb their noses at these persistent, self-righteous aliens. Although the Federation has had no open altercations with the Pydak, the Gorn recently destroyed several of their ships. Pydak intransigence has stymied Federation efforts to mediate the conflict. The Gorn, meanwhile, seem ready to take further hostile measures against them, and the Cestus III colonists don't want their peaceful homes to become part of a war zone, no matter how brief and one-sided the conflict might be.

Trade, Commerce and Economics

Although Federation citizens have long been freed from the concerns of market economics, commerce remains an important part of people's lives, especially on the frontier. In fact, an extensive system of trade and commerce underlies the Federation's economic utopia.

Legitimate Trade

Replicator technology has not ended the need to engage in interstellar trade. Some crucial commodities, such as medicines and certain trace minerals, can't be replicated at all. Other products remain more desirable when manufactured through traditional means. In short, demand for nonreplicated items leads to interstellar trade in exotic foodstuffs, raw materials, and finished, nonperishable goods. Trade in services is an even more important economic activity.

Money and the Individual

Within Federation territory, people have little need for money. For some citizens, the only cash transactions they engage in during their entire lives take place in holosuite simulations. Federation citizens actually find money somewhat

vulgar. Every Human child learns how the naked pursuit of material wealth deformed societies prior to the great expansions of the Federation's early years. No one wants to be regarded as greedy or unduly concerned with material possessions. Most people avoid the use of any form of currency by engaging in barter whenever possible—trading services for goods or other services.

However, on the frontier, when Federation citizens and Starfleet personnel engage in commerce, large or small, with non-Federation species, they must use actual money. Starfleet commanders receive a budget to use at their own discretion. Colonists earn money through a variety of means. The money provided (or earned) is usually latinum, but sometimes a local currency (Gorn *tokbars* along the Gorn frontier, for example). Although the Federation is extremely wealthy during peacetime, Starfleet prefers to keep its discretionary budgets tight. Its supply of latinum and non-Federation currency, though great, is not infinite. More importantly, Starfleet economists take care to avoid flooding local or developing economies with outside revenues; they do not want to interfere with the economies of other species.

A ship or station uses its budget not only for purchases of goods and services essential to its operations, but also for the discretionary spending of individual crew members. No hard and fast rules determine the spending allowances each crew member receives. Commanders allot personal funds based more on need than on rank or privilege: A young ensign raising a child typically warrants a higher allotment than a

Costs of Goods

While Starfleet personnel rarely fret over monetary concerns, non-Federation colonists sweat over prices every day. Just how much can a Ferengi bartender overcharge before his customers go elsewhere? The accompanying chart lists typical costs (in Federation credits) a person may encounter on Deep Space 9 and similar outposts. Note that prices vary greatly with circumstances; wartime shortages—resulting from infrequent shipments or siezed cargoes—raise costs, while peacetime surpluses tend to lower prices as a result of mercantile competition.

Item	Cost*
Average drink at Quark's	5
Average meal at a Promenade restaurant	15
Gourmet meal at a Promenade restaurant	30
Replimat meal (any)	5
Jumja stick	2
Holosuite rental (per hour)	
Typical program	100
Premium/illegal program	150+
Suit of clothes, average	40
Suit of clothes, fine	100
Suit of clothes, very fine	200+
Jewelry, costume	1-10
Jewelry, fine, small	50-500
Jewelry, fine, large	500+

*in Federation credits

Currency

Culture	Currency	Value*
Bajoran	Lita	0.15
Breen	Mitondrium	1.3
Cardassian	Lek	0.17
Dominion	Lateral	1.2
Federation	Credit	0.01
Ferengi	Nondoran	0.1 to 20
	Bongan	0.1 to 15
	Komax (and so on)	0.1 to 10
Gorn	Tokbar	4
Klingon	Darsek	0.5 to 1
Nausicaan	Chiv'vig	0.18
Romulan	T'chak	1.7
Tholian	Doleen	1.5

*In slips of gold-pressed latinum

high-ranking Vulcan officer with a spartan lifestyle.

Crewmembers may transfer some or all of their allotment to their colleagues. Such transfers are submitted to the officer in charge of disbursements, where they generally receive routine approval. This formality was put in place to prevent extortion of funds, an extremely rare offense among Starfleet officers.

Since the overall budget takes care of necessities like foodstuffs and fusion reactor fuel, crew members use their personal allotments for the small luxuries that make life more enjoyable—a *jumja* stick, a piece of jewelry, a fancy drink at the local watering hole. While no specific regulations restrict personal spending choices, there are Starfleet customs to think about. Most Starfleet personnel, who pride themselves on their frugality, try to spend less than their allotment. Use of personal spending to benefit others, especially locals in need of assistance, is commonplace.

Holosuite time is considered a necessity on a station or starship, and as such is allotted by the duty officer. On some installations, a local merchant owns and runs holosuites. In these cases, the commander buys holosuite time in bulk, which crewmembers may book through the duty officer.

Some personnel use their allotments to keep score in gambling games. While Starfleet has no problems with hobbies or games, or even the occasional game of chance, it frowns on extensive gambling, which goes against regulations. This doesn't stop informal betting pools or games from springing up as a source of recreation (and profit for the lucky winners).

Starfleet personnel who collect rare or valuable items are encouraged to pursue their hobbies, as long as it remains focused on appreciation, rather than material consumption. A collector of Japanese netsuke carvings, Bolian rhythm boxes, or transgalactic sports memorabilia is admired if he shares his knowledge and collection with others, increases appreciation, and commits to leaving his items to a public institution. Other crew members may even transfer their allotments to him to help him find pieces important to his collection. If, on the other hand, he falls prey to collector's mania and covets items in a greedy, unscholarly way, he'll be diagnosed as suffering a personality disorder and recommended for counseling.

Federation citizens on the frontier may be traders or entrepreneurs who deal entirely in currency transactions. Eventually they transfer their profits to the Federation treasury, but until then the funds they manage are entirely in their own hands to do with as they will, provided they obey Federation laws.

Non-citizens may engage in business, keeping the profits or reinvesting them in their business operations, as they desire, bound by the commercial rules and customs of their own cultures. Ferengi engage in the sort of unfettered, underhanded capitalism that is a distant memory for most Federation worlds. Klingon traders are scorned, but recognized as necessary by their fellow Klingons. They work for the profit of their Houses. Romulan business owners turn over a large percentage of their profits to higher-ups in the government-monitored commercial hierarchy. Cardassians likewise give a substantial chunk of their profits to their government in one way or another. Orions keep money within the immediate family. Breen generally pool their funds within their voluntary social units.

Exchange

The basic unit of exchange in the Federation is a virtual currency, the Federation credit. It was designed to harmonize rates of exchange for the varied currencies of UFP member worlds. The native currencies of many of these planets fell out of everyday use as the credit established itself as the most convenient and secure unit of exchange.

Currency exchange becomes an issue when trading with cultures outside the Federation. A precious metal, latinum, constitutes the basic unit of exchange for most intercultural trade

throughout the Alpha Quadrant. Liquid at room temperature, latinum is typically suspended in ingots of gold, which come in standard sizes for ease of trade. The smallest unit is the slip. One hundred slips carry the same value as a strip. Twenty strips equal a bar. Unlike Federation credits, latinum leaves room for cheating. The careful trader always conducts a tricorder scan to make sure that ingots are the right size and contain the requisite amount of genuine latinum.

Other cultures maintain their own currencies for internal dealings, if not for intercultural trade; all are difficult to convert to Federation credits. The Klingon *darsek* fluctuates in value with the martial fortunes of the Empire. The Bajoran *lita* holds relatively little value off that planet at the present time, but as Bajor's economic fortunes improve, so does the value of its currency. The Cardassian *lek* is nearly impossible to exchange since the advent of the Dominion War.

The baroquely complex currency system of the Ferengi includes forty-nine different units of exchange which follow no consistent progression, decimal or otherwise. Although Ferengi take delight in the complexities of their system, it is likely intended to fool unwary outsiders into making mathematical miscalculations. Needless to say, Ferengi traders point out such errors only when they're not in their favor. For all practical purposes, the Ferengi, whose economy depends on interstellar trade, use latinum as their main currency: Even their myths are laden with latinum imagery.

Still, some interstellar moneychangers make their living exchanging one sort of currency for another. Some act as independent operators; some work as agents for vast corporations such as the Bank of Bolarus. One such firm maintains a network of automated banking machines on frontier starbases, including Deep Space 9. It allows electronic fund conversions between most of the currencies listed in the accompanying sidebar, although certain currencies may at times become unavailable for political reasons. The table on page 26 gives an average value (or range of values) for the basic units of exchange of a number of non-Federation currencies, as measured against a slip of gold-pressed latinum.

TRADE ROUTES

Freighters handle the vast majority of interstellar trade in the Federation. The merchants who operate them are known as free traders. They register their ships with the Federation, often choosing the trade-friendly Rigel system as their home planet of record. Traders operating inside UFP territory routinely file flight plans with Federation authorities as a safety measure. If they fail to appear at their destination within a reasonable period, the Federation dispatches a Starfleet vessel on a search and rescue mission.

According to the Ferengi 8th Rule of Acquisition; "The shortest distance between two points is a trade route." The most desirable trade routes are so well traveled that the branch of Starfleet responsible for overseeing interstellar traffic must work to prevent collisions between vessels dropping out of warp near popular destinations.

Federation Trade Routes

Plenty of merchant traffic ventures outside of established routes. In fact, adventurous traders are more likely to forge their own routes rather than stack up at one end of a trade hub waiting for warp clearance. The routes are important to Starfleet because the entire economy of the Federation would suffer if they were disrupted for more than a few days at a time. The UFP has been fortunate in that none of its enemies has attempted a sustained campaign against any of these routes.

Bolarus IX is a popular trading destination. It is one of the few core worlds which still boasts sizeable deposits of valuable minerals, and the Bank of Bolarus is one of the financial giants of the Federation. (Most core worlds have long since exploited their mineral resources, and rely on shipments from the frontier colonies.) Bolarus ships large cargoes to Earth, still the primary manufacturing base for Starfleet. Traffic along the Bolarus-Earth corridor increased during the Dominion War, as heightened shipbuilding activity increased the demand for Bolian minerals. Several of its traffic control starbases experienced sabotage attempts. Disruption of traffic in this corridor would have constituted a strategic advantage for the Dominion.

Tellar serves as the commercial hub of the core worlds; what Earth is to Federation governance, Tellar is to trade and economic administration. It is ringed with a network of space stations, most privately owned by large merchant firms. These serve as warehousing and transshipment points for manufactured goods from the core worlds going out to the frontiers and colonies. At these stations, cargoes are broken up and loaded onto freighters for shipment to individual destinations. Tellar itself is a major center of civilian manufacturing, and is also a hungry recipient of Bolian mineral shipments.

The heavily populated Rigel system, with its five inhabited planets, is home base to many merchants, who enjoy its congenial lifestyle and appetite for luxury goods. Consequently, it has built up a sophisticated infrastructure to serve the needs of commerce, with extensive warehousing facilities and highly efficient civilian shipbuilding firms. The most heavily trafficked trade routes from Rigel connect it to the manufacturing centers of Tellar and nearby Andoria. However, freighters regularly depart Rigel en route to nearly every destination in the Federation—and beyond.

Starbase networks support regular shipments of fresh foodstuffs from agricultural worlds like Visan IV, Ourobouros, and Sherman's Planet to Earth, Tellar, and Rigel. Trade stations ring each of those planets, serving as transshipment points for manufactured goods ferried back to the area by returning grain-carriers. Though they contribute to the Federation economy, these "carbohydrate corridors," as they are known, are deemed nonessential by commerce officials; with replicators, fresh food is a luxury, not a necessity.

Non-Federation Routes

The Tagra Passage is a newly established route from the Klingon homeworld of Qo'noS to Federation space. The

Federation colony of Kodis III serves as its terminus within UFP space. Before the war put a damper on the demand for novelty goods, Klingon products enjoyed a vogue within Federation space. A proposal to build starbases along this new route, to make it safer and more efficient, was shelved when the Khitomer Accords were abrogated in 2372; it remained on hold while both governments focused on the Dominion War. It may once again become a priority in the near future.

Before the Dominion War, Bajor was on its way toward becoming the trade hub for the frontier with the Gamma Quadrant, with heavy regular traffic to both Tellar and Rigel. The war brought commercial traffic in the region virtually to a standstill, and Starfleet directly managed the provisioning of regional outposts. Fast-moving Ferengi vessels, whose crews overcame their fear of enemy vessels by concentrating on the considerable returns of wartime profiteering, managed what little private trade remained in the region. In the wake of the Dominion conflict, Bajor has slowly been returning to its pre-War trade levels once again, and many trade routes end at or pass by the planet.

Many new trade routes are established by the Ferengi. Unlike Federation merchants, the Ferengi prefer to avoid obvious trade routes, and only grudgingly file navigation plans with the authorities. The Ferengi distrust any action which might bring their activities to the attention of competitors, and the Ferengi head of state just happens to be many Ferengis' biggest competitor. Each Ferengi has his own preferred routes into Federation space, and guards his destination and cargo manifests as much as possible. This approach to interstellar navigation makes it next to impossible for rivals to disrupt Ferengi trade. Ferengi prefer to deal with colonies and backwater worlds, where deceptive sales techniques are more likely to find a naïve audience. Still, the sheer size of markets like Tellar and Rigel demand a certain Ferengi presence.

Merchant Vessels

Merchant freighters are slower, less advanced, and more poorly armed than Starfleet vessels. Still, most of them do possess some basic weapons and shields to deter pirates and raiders. Because cargo ships are optimized for cost-efficiency, travelers on all but dedicated personnel transports can expect fewer amenities than they'd find aboard a Starfleet vessel or civilian passenger liner. The typical trader takes pride in the spartan conditions aboard his ship: The carpets are worn, the odd door sticks, and some areas may be in need of a fresh coat of paint. Sleek design seldom becomes a priority for most merchant vessels. But even the most efficiency-minded trader is unlikely to neglect critical systems.

Merchant ships require minimal crews, except in cases where the cargo requires constant maintenance of some sort in order to keep it in saleable condition. A cargo ship the size of a *Galaxy*-class starship might have a crew of thirty or fewer.

The size of a merchant ship depends on the type of merchandise it carries. Ore-haulers and grain-carriers stretch the upward size limits of warp-capable vessels: the bigger their holds, the better. At the opposite extreme, dealers in gems, art objects, or other collectibles often make do with fast, runabout-sized vessels.

The Black Market

The Federation designs its economic regulations to maximize the flow of goods, services, and information among member worlds. The Federation also maintains free trade agreements with allies large and small, from the Ferengi Alliance and the Klingon Empire to the people of Bajor. Because it maintains little in the way of tariffs or trade restrictions, there exists next to no black market in legitimate products.

Nonetheless, Federation law makes the trade of certain items illegal, and a black market prospers by the sale and trade of illegal items, especially along the Federation frontier. Illegal items include the following:

- Powerful beam weapons lacking nonlethal settings, such as the Breen CRM-114 hand-cannon or Varon-T disruptor.
- Unlicensed explosives, biogenic agents, unstable substances such as protomatter, certain toxins, and other weapons (or potential weapons) of mass destruction.
- Many addictive intoxicants, narcotics, and depressants. Substance addiction is extremely rare in the Federation; the ethic of personal fulfillment, coupled with advances in counseling, mean few people suffer the self-esteem deficits typically leading to drug dependency. Effective treatment programs are readily available to those who do become addicted to chemical substances. Although low internal demand represents the Federation's best weapon against drug trafficking, Starfleet Security nonetheless takes a very hard line against those who seek to profit from the psychologically impaired.
- Technology for use in Human genetic engineering.
- Environmentally unsafe products such as certain pesticides, herbicides, and chemicals. Also banned are devices that emit pollutants, such as radiation, ozone-depleting gases, and tissue-damaging electromagnetic pulse energy. Safe alternatives exist for all of these products. Banned items in this category can only be sold fraudulently. Similarly, commerce in live animals whose species are endangered or which could contaminate other ecosystems is often illegal (or at least heavily restricted).
- Illegal services. One of the primary activities of gangs such as the Orion Syndicate (see below) remains the hiring out of operatives to perform criminal acts ranging from theft, to sabotage, to murder.
- Counterfeit products, such as illegally copied computer and holographic programs, and unlicensed exploitations of intellectual properties (from new technologies to creative works).
- Stolen or illegally salvaged goods.

Trafficking in any of these goods within the boundaries of the Federation is considered smuggling. The last two categories comprise the vast bulk of illegal commerce within UFP territory.

Smugglers also operate outside Federation space. They often find safe havens in lawless frontier regions like the Romulan Neutral Zone, the Draconis Outback, the Cardassian border, and the Kellinan Reach. They may also smuggle contraband into the territories of other powers. While the Klingons ban few goods, on the grounds that any Klingon foolish enough to use something bad for him deserves what he gets, other powers are more controlling. The authoritarian Romulan Star Empire protects its citizens from a wide array of material, including works of art and political information which its secret police, the Tal Shiar, deems unfit for mass consumption. The Cardassians used to discourage most trade with the Federation, but this may change as Cardassia tries to rebuild itself following the War.

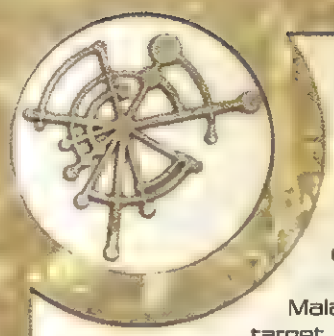
Piracy serves as the chief source of stolen goods. Before the Dominion War, Starfleet successfully suppressed the majority of piracy even in its most desolate, far-flung frontier regions. But when Starfleet had to focus on the Dominion War, and now that its power and resources have been substantially depleted by that conflict, pirate vessels have been striking with impunity deep into Federation space. Pirate vessels are often small, with crew complements in the low double digits, but some are much larger. They are designed for fast hit and run attacks, not extended dogfights with well armed adversaries; as a result, they favor quick raids and ambush tactics. They tend to carry lighter defensive systems and shields than their Starfleet counterparts, while placing primary importance on weapons systems and maneuverability.

Illegal salvage operations within UFP borders have also increased in recent years. Some especially ruthless salvage crews will strip a drifting vessel while there are living victims still in need of rescue, refusing to stop their looting to provide even basic medical attention.

The Orion Syndicate

Perhaps the most feared criminal organization in the Alpha Quadrant, the Orion Syndicate is savvy enough to operate with near-impunity even within the boundaries of the Federation. The Syndicate controls a large portion of the piracy, illegal salvage, and smuggling in the quadrant, and protects its interests brutally and efficiently.

Although its methods and goals remain those of a criminal gang, the Orion Syndicate has adopted the somewhat fragmented organization of a secret society or subversive group. It is structured as a series of cells, so members can identify only a few other colleagues if they are caught and interrogated. Prospective members must be sponsored by a current member in good



Infamous Criminals

Most criminals and criminal organizations remain local entities, beneath the notice of Starfleet Security. A few noteworthy exceptions do exist, however.

The pirate fleet of Zephiathon Malar, a renegade Gorn, used to target mostly Gorn vessels but has in recent years made progressively bolder raids against Federation shipping. Malar plays up a gallant outlaw image and is a folk hero among the disenfranchised citizens of outlying Gorn worlds. When threatened, he becomes quite ruthless, and his selfish actions belie his roguish reputation. Malar commands a ramshackle fleet of sixteen vessels, three of which are capable of facing down a *Galaxy*-class Federation starship. His crews, once composed entirely of other Gorn, are now composed of the quadrant's worst riff-raff and warp-trash.

Few Ferengi criminals enjoy reputations for viciousness or cruelty; they're more likely to be thought of as sneaky, conniving cowards. The pirate "DaiMon" Fog is an exception. Captain of the *Starving Gree*, he and his men (known as the "Red Band") have preyed upon merchants and worlds in and around the Draconis Outback for several years. Fog is said to amuse himself with such pastimes as torture and murder.

A mercenary, smuggler, and assassin, Taghron proves that not all Klingons qualify as "honorable." Stealth and guile serve him better than usual Klingon tactics, but his fearsome temper is legendary in the underworld, and anyone who runs afoul of it is likely to see the sharp side of Taghron's *bat'leth*. He owns a small vessel, the *Taa'vehk*, which he uses for smuggling and quick escapes.

Two shady salvage operations, Vinson's Haulage and Ma'asta Extractions, openly loot and strip vessels along the Romulan Neutral Zone. Each has expanded to the Cardassian frontier. One of them is responsible for the murders of survivors aboard a Federation trader; each blames the other. Crews of Vinson's Haulage vessels are noted for their poor hygiene and truculent attitude; Ma'asta personnel are sleek, articulate, and subtly threatening. Both operations are headquartered in the Neutral Zone. Persistent rumors tag Ma'asta Extractions as a front operation of the *Tal Shiar*, but these allegations have never been substantiated.

Lodus Kafrin is widely renowned as the greatest thief in the Alpha Quadrant. No matter how well protected an object is, no matter how many guards are posted, he can find a way to get inside, get what he wants, and get out again without anyone ever detecting him. Other thieves speak of his skills with reverence and awe.

Lost Heritage is a criminal gang whose members have undergone illegal genetic alteration on an Orion-controlled planetoid near the Rigel system. Its reclusive leader, Stavan, claims to be a descendant of the notorious genetically enhanced tyrant Khan Noonian Singh. The fact that Stavan is an emerald-skinned Orion doesn't make this claim terribly believable. Lost Heritage gangsters have clashed with the Orion Syndicate on more than one occasion in what may become an expanding turf war.

standing, and must pay an exorbitant fee to join. If a member betrays the organization, he will be targeted for immediate assassination, as will his sponsor. Syndicate members are so afraid of reprisals that they have been known to commit suicide when capture looms, rather than risk even the appearance of having divulged information to the authorities.

It is widely assumed that the syndicate is or was controlled by members of the green-skinned Orion species, one of a number of intelligent species native to the Rigel system. Most Orions, however, are law-abiding residents of that trading hub, and have no connections to the syndicate—even if they wish they did.

The Orion Syndicate is the number one criminal target of Starfleet Security. Despite years of investigation and prosecution, Starfleet investigators are no closer to infiltrating or toppling those at the top of the Syndicate pyramid than when they began.

Ferengi and Crime

As a rule, Ferengi follow Federation law when it suits them—which is only when they think they might get caught. In fact, they're not too scrupulous about obeying their own government's laws. Ferengi break Federation rules against smuggling and piracy if the opportunity for profit is tempting enough. They also break other Federation regulations: The Prime Directive, for example, means nothing to them. They often try to make covert connections with pre-Contact worlds, which they see as populated by gullible rubes anxious to sign one-sided contracts. (The reality is often different: Some pre-Contact cultures are even trickier than the Ferengi.)

That said, there is no organized Ferengi effort to commit crimes in Federation space. Of course, the Ferengi also don't view the pursuit of profit as a crime, even if the "warped and twisted culture" of the Federation does.

Seedy Locales

Crime, like legitimate commerce, relies upon a steady flow of information to connect buyers to sellers, thieves to fences, and assassins to clients. Security forces can monitor subspace communications, so face-to-face contact remains essential for conducting criminal activities—shady characters need shady places in which to congregate.

The meeting place of choice for most self-respecting felons remains the bar, with its ready supply of alcohol, scantily-clad entertainers, questionable holosuite programs, and makeshift weapons. The safest bars for criminal meetings are those furthest from the jurisdiction of security forces. Some are located on planetoids or space stations in border areas like the Kellinan Reach and the Romulan Neutral Zone. Others are roving cruise ships of crime, plying the spacelanes just one step ahead of the authorities.

These establishments don't advertise. To find one of these seedy hangouts, you have to know someone who does business there, or know someone who knows someone. Of course, Starfleet Security knows about certain establishments. It even operates one or two of them as part of sting operations.

Merely knowing the location of a criminal bar doesn't assure entry. Prospective clients who don't know the password or don't have a regular to vouch for them are violently introduced to the pavement outside by a fierce Nausicaan bouncer or a renegade Andorian "doorman."

Some bar owners insist that all customers be disarmed upon entry, and use tricorders to scan for hidden personal armament. Others take a *laissez-faire* attitude, figuring a well armed customer is a happy customer. The walls of barrooms operated by the latter type are often decorated with scorch marks from occasions when customers needed to use those weapons. When—not if—a fight breaks out in such a place, newcomers can expect the regulars to gang up on them. Bar regulars may dislike one another, but they still know when it's time to bat for the home team.

In addition to an assortment of criminals and shady characters, visitors to underworld taverns can expect to find clouds of unidentifiable smoke, a bartender equipped with a custom-modified long-arm weapon, and copious choices of genuine, old-fashioned alcoholic beverages. A negotiation is often considered incomplete if one of the parties doesn't grab the other by the lapels and threaten him with bodily harm.

Although Starfleet officers aren't often seen in places like this, a surprising number of them know their way around shady establishments. They seem especially well acquainted with the scantily-clad entertainers and the lapel-grabbing. Inexperienced officers are often amazed to discover how little life on the frontier resembles what they learned at the Academy.

Character Creation

DaiMon Barx stopped counting. He sniffed the air. Something was burning. Reluctantly tearing his eyes away from his stacked and sparkling piles of gold-pressed latinum slips, he rose, sniffing about the room for the source of the smell. A high-pitched noise assaulted his fine-tuned ears. It was coming from behind the door. The door was a meter-thick slab of duranium with the most complex force locks money could buy—and it was the thing that was burning. A pinprick of light appeared near the handle and began working its way upward and around, tracing the shape of the door with a burnt line.

Barx dashed for his crate to fill it as fast as he could with lat inum slips. He'd have only seconds before the phaser burned through the door and its owner kicked the slab in.

Sealing the crate, he engaged its hover-field and dragged it through the air behind him, running to the picture of the Grand Nagus on the wall. He punched the image of the Nagus in the nose and a hidden door slid open beneath the picture. He bent down and pushed the crate through ahead of him, squeezing in after it just as the main door fell from its hinges and a voice yelled: "Ferengi! Where's my money?"

Barx, his finger almost on the stud to seal the door behind him, frowned. He couldn't resist yelling back at the intruder: "It was a fair deal! The Chazon Passage is prime property!"

"But it's already owned by the Klingon Colonial Command!" the disgruntled colonist yelled, aiming his phaser at the Ferengi he could now see crouched in a small passageway. "You sold me a pre-owned bridge!"

Barx quickly hit the stud and the door slid shut instantly, its laminate paint harmlessly absorbing the phaser fire. He crawled down the passage as fast as he could, awkwardly pushing the hovercrate before him. He couldn't help it if the Klingon who had sold the property to him was a known drunk who'd say anything for a shot of bloodwine. He'd had papers, right? It's not a Ferengi's job to test for forgeries, especially in a language he doesn't know!

Barx wondered how he was going to get the latinum back to his ship before the colonists figured out where he hid it...

Creating A Character

In the *Star Trek: Deep Space Nine Roleplaying Game*, players take on the roles of persons who live and work on an outpost, space station, or one of the frontiers of the Alpha Quadrant—anyone from a friendly Klingon merchant to a Starfleet officer assigned there, to a colonist, to a space station's

chief engineer—in much the same way that an actor portrays a role in a television episode. Instead of speaking lines or performing actions written by a scriptwriter, the player makes up his character's dialog and determines his character's actions, based on the situation described by the Narrator. The more you play, the more your character becomes an alter ego, with his own desires and personality. The first step in playing this game is to create a character.

Here's your chance to create a character as adventurous, determined, and compelling as the leading characters from the TV show. This chapter provides players with all the guidelines they need to do just that. The *Star Trek: Deep Space Nine Roleplaying Game* allows players to create characters in just a few minutes, so you can begin playing right away. First, start with an initial concept. Then, using the steps explained here, translate your rough idea into a character with innate capabilities, skills, talents, and abilities. These abilities are expressed in game terms with numbers and rules.

When a series' creators first get together to hammer out ideas for a show, they write detailed descriptions of the main characters—their motivations, past histories, concerns, and quirks. They don't describe the characters as having Fitness 2 or Tricorder 3. It may seem odd, at first, to assign numbers to an expression of your creativity, but these statistics allow your characters to interact with the rest of the *Star Trek* universe.

DEVELOPING THE INITIAL CONCEPT

When creating your character, start with a general idea of who your character will be. What type of character have you always wanted to see on *Star Trek: Deep Space Nine*? Pick a concept that really grabs you, one you'll enjoy playing for many months. Will you be a capable Vulcan science officer or a brash trader from Earth? Together, the character's species—Human, Bajoran, Ferengi—and what he does—ambassador, engineer, merchant—provide a solid starting point. Think of the characters you see in *Star Trek: Deep Space Nine*. Each can be described by his species and position. Benjamin Sisko is a Human captain. Quark is a Ferengi bartender and petty criminal. Kira is a Bajoran Militia officer.

Notice, however, how this basic idea doesn't even begin to describe the complexity and subtle nuances of those characters. Where is Sisko's love of baseball, or Kira's love for Odo? That's what the rest of this process is all about: building successive layers onto your basic concept until you've created an entertaining, vividly portrayed character.

Come up with a personality for your character. Decide how the character looks; *Star Trek* main cast members are generally good-looking, or have some other striking visual attribute. Imagine the character's attitude and the image he projects to others. He may be straight-laced, gruff, cheerful, or whatever. First impressions needn't reveal the inner truth of your character; for example, a gruff, detail-minded engineer might actually be kind-hearted once you get to know him.

As you create your character, keep asking "why." No matter where you begin or how far you go, asking "Why?" adds additional depth to the character. Let's say you want to play a character who chafes at rules and regulations. Why is the character like this? Maybe he grew up in a strict environment and rebels against authority. Maybe he was raised with few rules and is unfamiliar with responsibility. Different answers lead to completely different interpretations of your initial concept. If this rebel against authority is a member of the Bajoran Militia or Starfleet, why did he join an organization with a lot of rules and regulations? Maybe a parent pushed him into it, the character is seeking something he feels is missing from his life, or he only wanted to explore the galaxy and didn't think about the particulars. Remember, whenever you get stuck for an idea, ask yourself a question starting with "Why?"

One of the distinguishing elements of a *Star Trek: Deep Space Nine Roleplaying Game* series is that it is set in a particular location, such as a space station or frontier outpost of some kind; its action might just as easily be tied to a certain planet or sector. Just as this format is different from the roving, new-planet-every-week format of the *TNG* game, your character concepts should be different, too. One of the first questions you should ask yourself is: "Why does my character stay at the core location of the series?" Give him a compelling reason not only to remain at that location, but a big stake in its future and well-being, the way that the members of the Deep Space 9 crew have good reason to care about the fate of their station. To Odo, the station is the only place he's ever felt at home. Kira understands that it is crucial to the strategic interests of her beloved Bajor. Series writers gave Sisko two crucial ties to the station: He pursues not only his assigned duty as a Starfleet officer, but also his peculiar destiny as Emissary of the wormhole aliens. Players with the strongest connections to the base location(s) not only get more to do in the course of play, but feel a stronger connection to the action. Ask your Narrator to approve the choice you make, since it may rest on assumptions about the core location that differ from his. In some cases, the Narrator might have suggestions for characters, based on the type of series he has in mind.

Steve wants to create a Bajoran security officer for an upcoming game. That's his starting point. Then he thinks about this officer. Why is he a security officer? Steve sees his character as a former resistance fighter. Why, Steve wonders, is his character concerned with crime and security matters? The answer is twofold. First, having recently risked his life to free Bajor from the Cardassians, he wants to make sure it remains free and peaceful. Second, it's a natural career progression; there aren't many other fields open to someone with this character's skills. Steve decides his

Bajoran security officer is friendly but authoritative, tolerating no challenge to the laws he's supposed to enforce. The series setting is a starbase on the border between Federation and Cardassian space, commanded by Starfleet personnel but belonging to Bajor and staffed mainly by Bajorans. Steve decides that his character was rescued by Starfleet officers when he was a child; his family was fleeing a Cardassian warship when base personnel intervened and stopped the pursuit. He sees this assignment as a gift from the Prophets: They want him to repay his debt to the Federation by serving on the station and helping to improve Bajoran-Federation relations. He intends to defend the place to his last breath, if necessary—especially when Cardassians are involved.

Non-Starfleet Characters

The big difference between a *Star Trek: Deep Space Nine Roleplaying Game* character and a character for a more mainstream *Star Trek* series, such as the *Star Trek: The Next Generation Roleplaying Game*, is that not all characters are expected to be members of Starfleet. In fact, many *DS9* games concentrate on characters who have never donned a Starfleet uniform.

Don't think of non-Starfleet characters as problematic—think of them as exciting facets of the *Star Trek* universe which present countless new story opportunities. Take advantage of them to develop backgrounds and episodes unsuitable for squeaky-clean Starfleet characters—tales of intrigue, deception, compromise, and personal sacrifice. Just because a character wouldn't fit in on a Federation starship doesn't mean he can't contribute to a *Star Trek: Deep Space Nine* series—heroes come in many forms, and an intrepid smuggler or freedom fighter can be just as heroic as a Starfleet captain. Indeed, many *DS9 RPG* series won't feature a single Starfleet character.

Certain concepts generally aren't appropriate for characters who belong to Starfleet, such as escaped criminals or underhanded con men. But that doesn't mean the concept won't work for a *DS9 RPG* series—it just means the character probably isn't a Starfleet officer. All kinds of people live and work on most space stations and outposts. Everyone from artistic, yet fierce, Klingons to roguish Ferengi con men with hearts of gold may darken a station's airlock doors. There are plenty of ways to fit such characters into a *DS9* setting or series; after all, out on the fringes of galactic civilization, you can't always choose who your neighbors are. Refer to the "Keeping the Peace" chapter for more information on setting and outpost creation.

Character Compatibility and Conflict

Each player should try to create a character who complements the rest of the Crew (the group of player characters). Make sure your character contrasts with the others, so you'll have a wide range of character types to propel the series's stories. Things can grow dull if the Crew contains two Bajoran priests or three Klingon warriors. Talk with the other players to determine how your character fits in with theirs. If two players want to play characters holding the same position on the station (both want to play Ferengi merchants, for example), one might work a different shift or perform different duties.

Just as importantly, characters should get along with each other most of the time. It's all right if characters engage in friendly rivalry, good-natured kidding, or mild friction, but a character who constantly argues with the rest of his Crew ruins the fun for everyone. This isn't to say that Crew members can't have their differences—that often makes for good roleplaying and dramatic scenarios—but they must be able to overcome those differences or see beyond them, or else the game will suffer.

Steve thinks it would be interesting if his Bajoran security officer were intolerant of Bolians. He thinks they look funny and can't stand their "officious meddling" and nonstop chatter. In talking with the Narrator, Steve describes a character who avoids Bolians as much as possible and chafes visibly in their presence. The Narrator thinks this is too strong—after all, this character must work closely with Starfleet officers (possibly including Bolians), and his Bajoran superiors won't tolerate that sort of bigotry. So he suggests Steve tone down his character's anti-Bolian sentiments a bit.

Ideally, the majority of the Crew shares a common motivation or agenda. Discuss this issue with the other players before creating characters. If every character in the game wants something completely different, your Narrator will give himself a migraine trying to create problems that all of them are motivated to solve. One or two oddball characters outside the main team can be accommodated; any more than that, and you'll tax your Narrator's ingenuity too much. The scriptwriters for *Star Trek: Deep Space Nine* found ways to involve Quark and Jake in the action of various stories even though they weren't station personnel, but would have had a terrible time creating coherent stories if every character had been on the station for a completely different reason.

Character Archetypes

Players who want to start playing immediately can choose one of the pregenerated characters detailed on pages 35-41. These are called archetypes. Instead of going through the steps to choose a Template and Overlay and then spending Development Points to customize your character's attributes or skills (as described later on in this chapter), you simply choose an archetype, personalize it a bit, and start playing in only a few minutes. Each archetype incorporates a Template and Overlay, with additional points allocated as though the character had been created from scratch. Each contains all the statistical information you need to start playing.

Personalizing the Archetype

Although the archetypes are ready to play as is, players should personalize their characters. Take 5 Development Points to improve an attribute or edge, buy new skills, increase existing skill levels, or purchase an advantage or disadvantage (each of these steps is detailed below—see the Development Point Cost Table on page 53). This way, your character feels more like your own creation.

Bill wants to play a Trill Diplomat, so he chooses that archetype. Looking over the character, he decides he wants to increase the skills gained from his Trill's previous symbiont host. Reviewing the skills listed, he decides the previous host was a Starfleet Command Officer (who provides him with the skills Charm, Command, and Diplomacy at level 0). With two points (the special cost for raising symbiont skills above 0), he raises his Command to 1 and takes Combat Leadership as his free specialization. He then purchases a specialization in Starship Command for an additional point. He then spends two points to raise his Charm to 1, and takes Influence as his free specialization. He then chooses a second specialization in Seduction by spending another point. Having spent 6 Development Points (more than the 5 allowed for personalization), Bill must recoup one point. He chooses Vengeful (Tholians) –1, figuring his character's previous host was killed by Tholians.

The Character Creation Process

If none of the archetypes match the sort of character you want to play, you can create your character from scratch, using the four-step process outlined here:

1) Choose a Template: Templates define a character's species—Human, Klingon, or whatever the player wants and the Narrator allows in his game. The Template provides the basic attributes and skills of an average member of the species.

2) Choose an Overlay: After selecting your species, choose your profession, represented by an Overlay. When combined with a Template, an Overlay provides a picture of a detailed character who is just about ready to play.

3) Customize your character with Development Points, advantages, disadvantages, and a detailed Background: No character should be a generic, "average" member of his species—instead, he should be distinctive and special. At this stage in the process, you get the chance to make him that way, by tracing his background with the Background History system. The History system traces your character's life from his early years right up to his career. At each stage along the History, you can use a number of Development Points to spend to improve your character's attributes, edges, and current skills, or buy new edges and skills.

4) Finishing touches: Last but not least, figure out your character's Renown and Courage Points, and if necessary his rank in the military or quasimilitary organization to which he belongs.

The Basics of Character Creation

All characters are defined by three basic elements: attributes and edges, advantages and disadvantages, and skills. Each of these elements is discussed later in this chapter. When constructing your character, you receive some attributes, skills, and advantages and disadvantages for free from the Template and Overlay you choose. You can purchase others with Development Points, discussed below.

Attributes represent the character's innate physical and mental characteristics—everything from how much weight he can lift, to how quickly he reacts, to how smart he is. Attribute scores are "open-ended," meaning there is no limit to how high they can go, though normally they range from 1 to 5. Your character's base attributes come from his Template, representing your character's species.

Edges represent facets of an attribute. For example, although two characters may both have Fitness 2, one might be stronger, while the other character possesses greater stamina. Each attribute has two edges expressed in terms of "+" or "–" values. Edges make the core attributes a bit more flexible. For player characters, edges range from –2 to +2. See page 62 for a list of edges.

Skills represent a character's learned abilities and knowledge—everything from how to shoot a phaser, to using a computer, to speaking strange alien languages. Skills range from 1 to 5, representing proficiency. A Flight Control officer with Shipboard Systems (Flight Control) 2 (3) knows more about navigating in space than a Science Officer with Shipboard Systems (Flight Control) 1 (2).

Many skills require a character to choose a Specialization, indicating his area of particular expertise in a broad and complex subject. For example, a character who knows the Shipboard Systems skill could choose to specialize in such areas as Communications, Sensors, Tactical, Flight Control, or some other shipboard or station system. The character understands the basics of the subject, and can still attempt a Skill Test in related areas. For example, even though a character specializes in Shipboard Systems (Flight Control), he understands the basics for operating all starship control panels; in a

Bajoran Mystic

Attributes

Fitness 2
Coordination 2
Intellect 2
Presence 2
  Willpower +2
Psi 0

Skills

Administration (Religious Order/Church) 1 (3)
Athletics (Springball) 3 (3)
Computer (Research) 1 (2)
Culture (Bajoran) 3 (4)
Dodge 1
History (Bajoran) 1 (4)
Language
  Bajoran 2
  Federation Standard 2
Personal Equipment (Tricorder) 1 (2)
Persuasion (Oratory) 2 (4)
Planetside Survival (Bajor) 1 (2)
Social Sciences (Anthropology) 2 (4)
Theology (Bajoran) 3 (5)
Vehicle Operations (Ground Vehicles) 1 (2)
World Knowledge (Bajor) 1 (2)

Advantages/Disadvantages

Religious Rank (Vedek) +3
Code of Honor (Code of Fairness) –2
Fanatic (Bajoran religious precepts) –2
Species Enemy (Cardassians) –4

5 Courage
1 Openness Renown

You are a loyal and faithful worshipper of the Prophets. After years of serving the needs of the Bajoran people as a *ranjen* and *prylar*, you were elevated to the position of vedek, and now are responsible for the spiritual and physical well-being of thousands of Bajorans. You walk the path laid out for you by the Prophets, and with their guidance will help make Bajor more prosperous and stronger in the years to come.

Spending Your 5 Points: Your character probably lived through at least part of the Cardassian occupation, and may have fought in the resistance, thus allowing him to know such unpriestly skills as Energy Weapon or Demolitions if you like. Many Bajoran mystics are also accomplished artists (Artistic Expression) or craftsmen (Craft, Knowledge).

Cardassian Spy

Advantages

Fitness 2
  Vitality +1
Coordination 2
  Reaction +1
Intellect 3
  Perception +2
Presence 2
  Willpower +1
Psi 0

Skills

Administration (Intelligence) 1 (2)
Athletics (Running) 2 (4)
Bargain (Bribery) 1 (2)
Behavior Modification (Hypnotism) 1 (2)
Computer (Data Alteration/Hacking) 1 (2)
Culture (Cardassian) 2 (3)
Disguise (Klingon) 1 (2)
Dodge 1
Energy Weapon (Cardassian Phaser) 2 (3)
Espionage (Intelligence Techniques) 2 (4)
  Covert Communications (4)
Fast Talk 3
History (Cardassian) 1 (2)
  Federation (2)
Language
  Cardassian 2
  Federation Standard 1
  Klingon 1
Medical Sciences (Toxicology) 1 (2)
Personal Equipment (Tricorder) 1 (2)
Persuasion (Oratory) 1 (2)
Planetside Survival (Urban) 1 (2)
Security (Security Systems) 1 (2)
Strategic Operations (Invasion Strategies) 1 (2)
Vehicle Operation (Shuttlecraft) 1 (2)
World Knowledge (Cardassia Prime) 1 (2)

Advantages/Disadvantages

Contact +1
Eidetic Memory +3
High Pain Threshold +2
Shrewd +1
Dark Secret –2
Medical Problem (can be poisoned with cobalt diselenide) –1
Species Enemy (Bajorans) –4

3 Courage
1 Initiative Renown

You are a living embodiment of why so many other species mistrust the Cardassians. Clever, sneaky, treacherous, and deceitful, you employ your skills in information-gathering and deception as a professional spy. Perhaps you work for your own government as a member of the feared Obsidian Order, perhaps as a freelance "consultant" for persons or businesses with "special problems" requiring your often-deadly talents.

Spending Your 5 Points: A good spy is something of a Renaissance person, able to do many things well, so the possibilities are endless. Skills such as Artistic Expression (Acting), Disguise, and the like would help for undercover operations or jobs involving elaborate "con games"; military skills like Starship Tactics or Shipboard Systems (Tactical) are for more action-oriented missions. And a few extra Specializations for Espionage or Security couldn't hurt.

Ferengi Merchant

Attributes

Fitness 1
- Strength –1
- Vitality +1

Coordination 2
Intellect 3
- Logic +2
- Perception +1

Presence 3
- Empathy –1
- Willpower –1

Psi 0

Skills

Administration (Bureaucratic Manipulation) 1 (2)
Athletics (Running) 1 (2)
Bargain (Marketplace Haggling) 3 (4)
- Artwork (3)

Computer (Research) 1 (2)
Concealment (Conceal Weapons) 1 (2)
Culture (Ferengi) 2 (3)
Dodge 1
Fast Talk 1
History (Ferengi) 1 (2)
- Federation (2)

Language
- Ferengi 2
- Federation Standard 1
- Klingon 1

Law (Trade Regulations) 2 (3)
Merchant (Relics) 3 (3)
Personal Equipment (Tricorder) 1 (2)
Planetside Survival (Jungle) 1 (2)
Shipboard Systems (Flight Control) 2 (3)
- Communications (3)

Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Ferenginar) 1 (2)

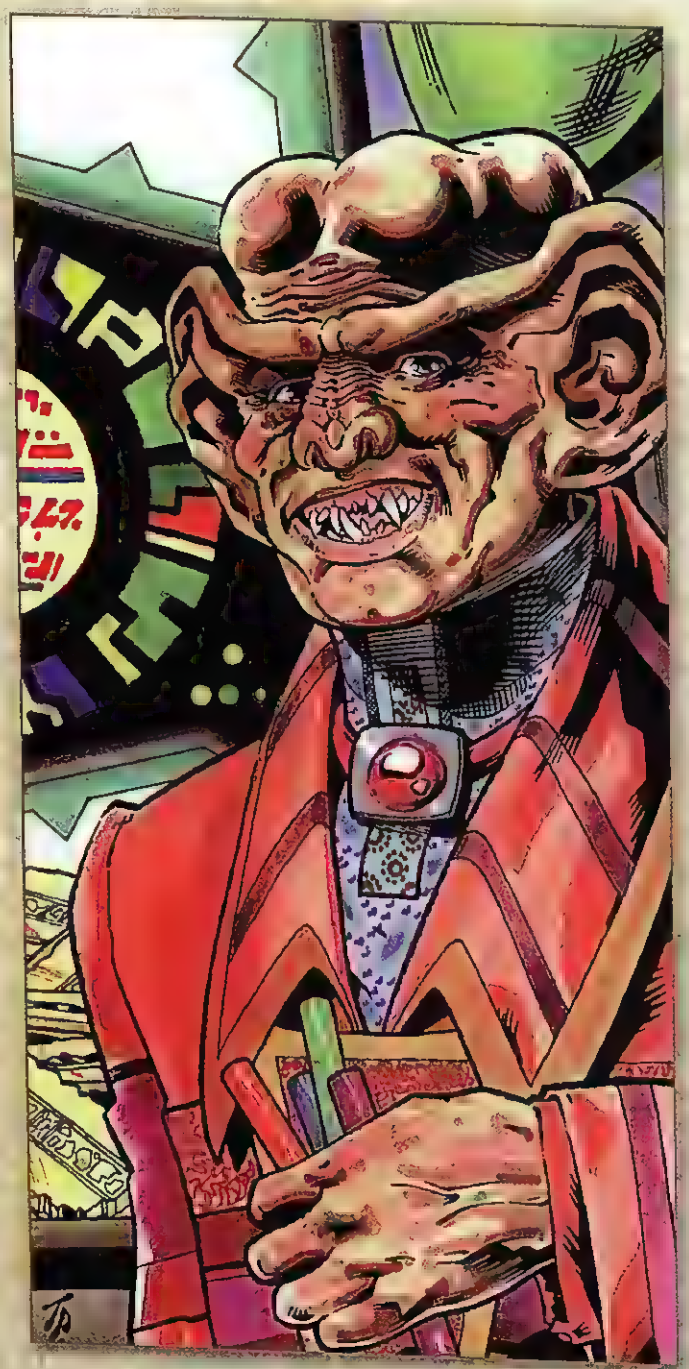
Advantages/Disadvantages

Contact +1
Excellent Hearing +2
Mathematical Ability +3
Telepathic Resistance +4
Wealthy +2
Greedy –1
Obligation –2

3 Courage
1 Skill Renown

Latinum—beautiful, precious latinum! You love it more than anything else, except your own safety of course, and you'll do just about anything to get it. Not being daring enough to take to an outright life of crime, you became a merchant, selling higher than you buy to make as much profit as possible. When the opportunity presents itself and there's not much risk, perhaps you smuggle a small cargo or two, or get involved in a scheme to swindle some unlucky fool, but usually you make your latinum honestly.

Spending Your 5 Points: As written, this character deals mainly in artwork and archaeological relics. Additional (or altered) Specializations in Bargain or Merchant can customize him for running other types of businesses. Streetwise or Security would be appropriate for a character who deals more with the black market; Gaming for one who plays fast and loose with his profits at the dabo wheel or tongo table.



Half-Klingon Rebel

Attributes

Fitness 3
- Strength +2
- Vitality +2

Coordination 3
Intellect 2
- Perception +1

Presence 2
- Willpower +1

Psi 0

Skills

Athletics (Climbing) 1 (2)
Command (Combat Leadership) 1 (2)
Computer (Data Alteration/Hacking) 1 (2)
Culture (Klingon) 1 (2)
Demolitions (Booby Traps) 1 (2)
Dodge 1
Energy Weapon (Disruptor) 2 (4)
Espionage (Counterintelligence) 1 (2)
First Aid (Wound/Combat Trauma) 1 (2)
History (Federation) 1 (2)
- Klingon 2

Language
- Klingon 2
- Federation Standard 1

Personal Equipment (Tricorder) 1 (2)
Planetary Tactics (Guerrilla Warfare) 2 (4)
Planetside Survival (Mountains) 1 (2)
Primitive Weaponry (*Bat'leth*) 2 (3)
Shipboard Systems (Tactical) 1 (2)
Starship Tactics (Cardassian) 2 (3)
Stealth (Stealthy Movement) 1 (2)
Unarmed Combat (*qel'Qa* [Klingon Boxing]) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Saltok IV) 2 (3)
- (Qo'noS) (3)

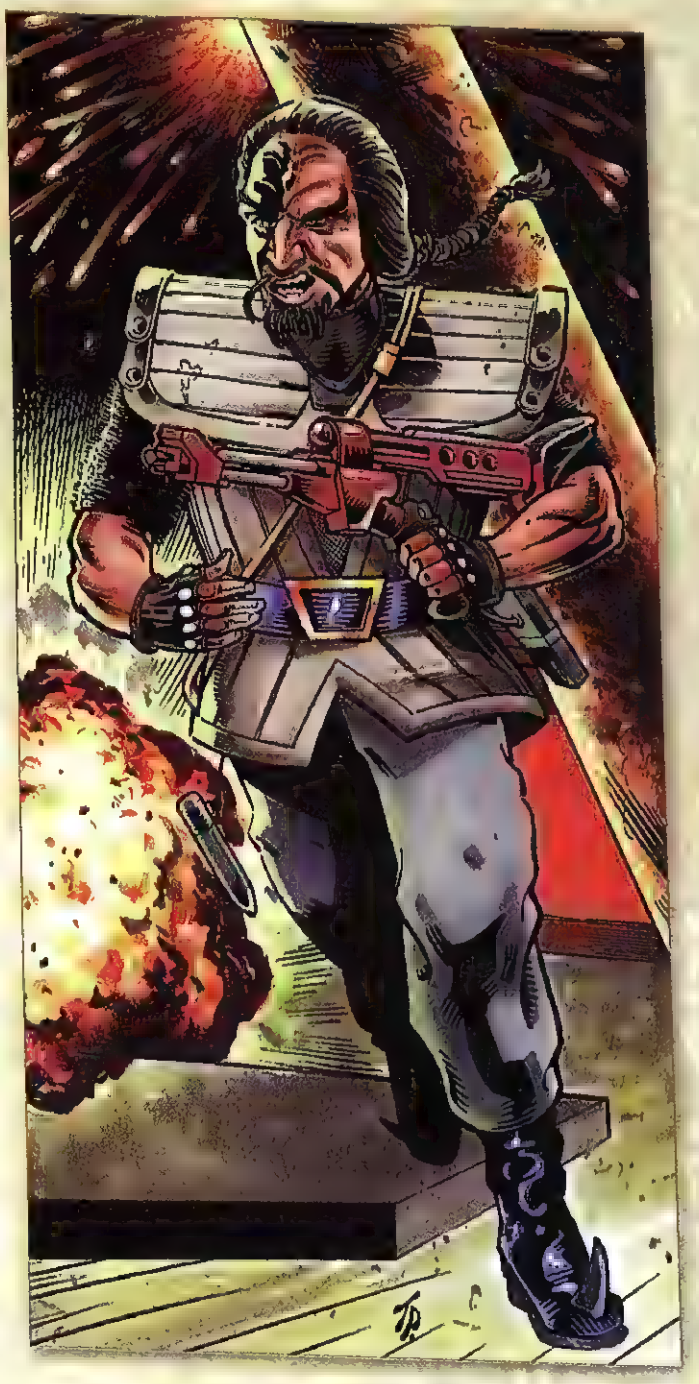
Advantages/Disadvantages

Contact +1
High Pain Threshold +2
Mixed Species Heritage +6
Organ Redundancy (*brak'lul*) +2
Code of Honor (Klingon Code) –4
Shady Background (suspected of involvement in major criminal activities) –3

3 Courage
1 Aggression Renown

Born to a Klingon father and Human mother, you grew up not quite accepted by either species. Seeking a place where people would accept you for the type of person you are, not your species, you became a colonist on a world near the Federation-Cardassian border. When the peace treaty between those two powers made your new home Cardassian territory, you felt abandoned by the Federation and secretly joined the Maquis rebellion. Although Cardassian officials suspect you are Maquis, they cannot prove it, and you have to be very careful that they don't uncover your "terrorist" activities.

Spending Your 5 Points: Some Concealment or Security would probably help in your fight against the Cardassians, as would World Knowledge of various other Cardassian planets. To help you travel freely, establish a cover as a trader (using Bargain or Merchant) or performer (using Artistic Expression).



Human Colonist

Attributes

Fitness 3
  Vitality +1
Intellect 3
Coordination 2
Presence 2
  Willpower +1
Psi 0

Skills

Administration (Colony) 1 (2)
Athletics (Lifting) 2 (3)
  Running (3)
Culture (Human) 2 (3)
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
  Human 1 (2)
Language
  Federation Standard 3
Life Sciences (Biology) 1 (2)
Material Engineering (Civil) 1 (2)
Personal Equipment (Environmental Suit) 1 (2)
Planetary Sciences (Geology) 3 (3)
Planetside Survival (Forest) 2 (3)
  Mountains (3)
  Colony world (3)
Social Sciences (Political Science) 1 (2)
World Knowledge (colony world) 3 (3)
  Earth (or other homeworld) (3)

Disadvantage

Intolerant ("soft" people living back in civilization) –2

5 Courage
1 Discipline Renown

The soft life of the Federation core worlds was not for you. Seeking new challenges and the excitement of the frontier, you decided to become part of a colony. You spent years studying various scientific disciplines and learning how to survive in the wilderness as you built a new civilization. Then you shipped out to your new home. It's been all you expected, and more—and tomorrow offers new obstacles to overcome and experiences to learn from.

Spending Your 5 Points: To help improve your colony's economy, you might want Merchant or Craft, or perhaps the Economics Specialization for Social Sciences. Artistic Expression may also help, and makes for an enjoyable hobby; the same goes for Gaming for colonies which are a bit more rough and tumble. To represent your colony in negotiations and political meetings, buy Diplomacy.

Klingon Smuggler

Attributes

Fitness 3
- Strength +1
- Vitality +2

Coordination 3
- Dexterity +1

Intellect 2
- Logic –2

Presence 2
- Empathy –2
- Willpower +1

Psi 0

Skills

Athletics (Lifting) 1 (2)
Computer (Data Alteration/Hacking) 1 (2)
Culture (Klingon) 2 (3)
Dodge 2
Energy Weapon (Disruptor) 2 (4)
Fast Talk 1
Gaming (Tongo) 1 (3)
History (Klingon) 1 (2)
- Federation (2)

Language
- Klingon 2
- Federation Standard 1

Personal Equipment (Tricorder) 1 (2)
Planetside Survival (Mountain) 1 (2)
Primitive Weaponry (*D'k tagh*) 2 (3)
- *Bat'leth* (3)

Security (Security Systems) 1 (2)
Shipboard Systems (Tactical) 2 (4)
Streetwise (Bajor Sector Underworld) 2 (4)
Vehicle Operations (Shuttlecraft) 1 (2)
Unarmed Combat (*Mok'bara*) 2 (3)
World Knowledge (Qo'nos) 1 (2)

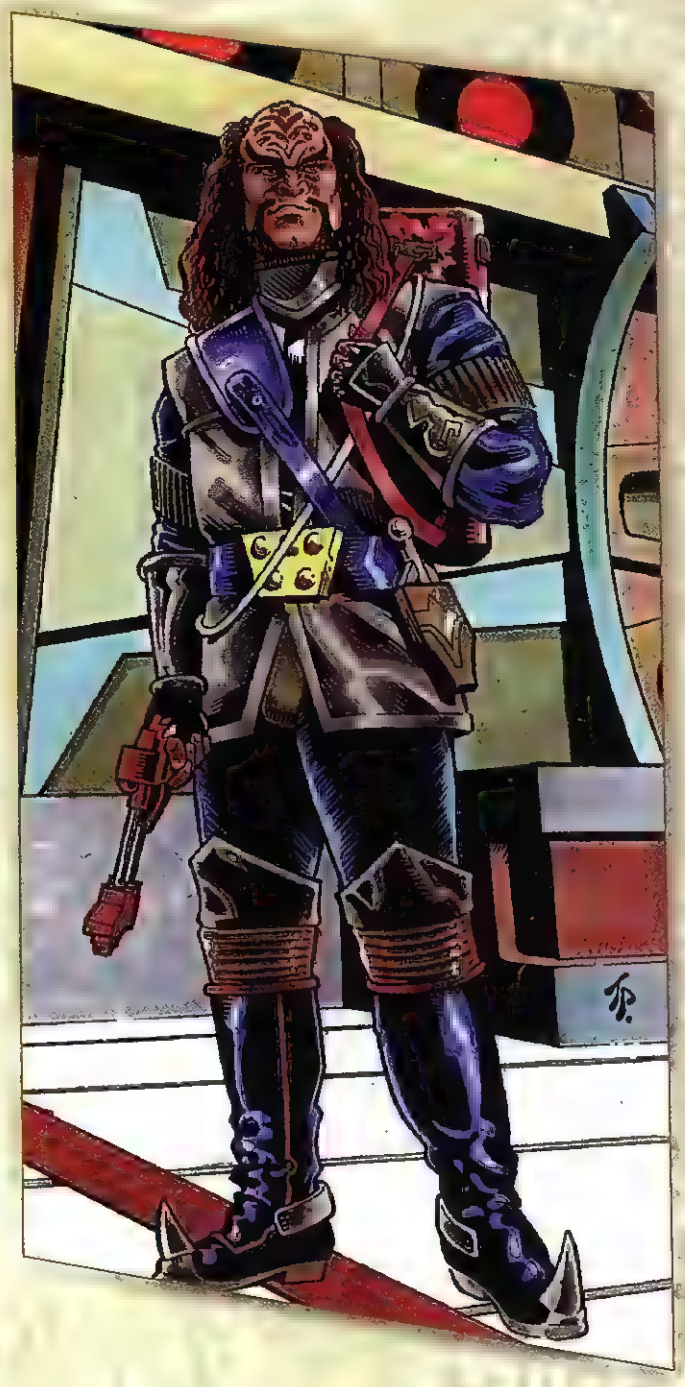
Advantages/Disadvantages

Contact +1
High Pain Threshold +2
Organ Redundancy (*brak'lul*) +2
Code of Honor (Klingon Code) –4
Rival –1
Shady Background –2

3 Courage
1 Aggression Renown

In a region as divided and contentious as the Bajor Sector, a smart man can make good money under the noses of the authorities—and you're that smart man. Taking advantage of the fact that Cardassians and Bajorans alike have greater need than their economies can fill, you smuggle desired goods—anything from luxury items to vitally needed medicines—to interested buyers. Security officials on many worlds want to capture you, but you always manage to stay one step ahead, and to make a tidy profit in the process.

Spending Your 5 Points: A few levels in Merchant or Bargain would help you pass as a legitimate trader on those occasions when it would help you to have a "cover story" for the authorities. World Knowledge of the Badlands or other parts of the Bajor Sector would allow you to know all the best places to hide when the Central Command or Bajoran Militia gets too close for comfort. A few more Contacts in the underworld and local security services may also keep you out of jail.



Trill Diplomat

Attributes

Fitness 2
  Vitality +1
Coordination 2
Intellect 2
  Logic +1
Presence 2
  Empathy +1
Psi 0

Skills

Administration (Bureaucratic Manipulation) 2 (4)
Athletics (Running) 2 (4)
Computer (Research) 1 (2)
Culture (Trill) 2 (3)
Diplomacy (Intergalactic Affairs) 2 (4)
  Romulan Law 3
Dodge 1
History (Trill) 2 (4)
Language
  Federation Standard 2
  Trill 2
  Romulan 1
Law (Romulan) 2 (4)
Personal Equipment (Communicator) 1 (2)
Persuasion (Oratory) 1 (2)
Physical Sciences (Physics) 1 (2)
Planetside Survival (Forest) 1 (2)
Social Sciences (Political Science) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Trill) 1 (2)
  Romulus (2)

Advantages/Disadvantages

Patron +2
Political Rank +2 (low-ranking planetary representative)
Arrogant –1
Obligation (to duties) –1

4 Courage Points
1 Openness Renown

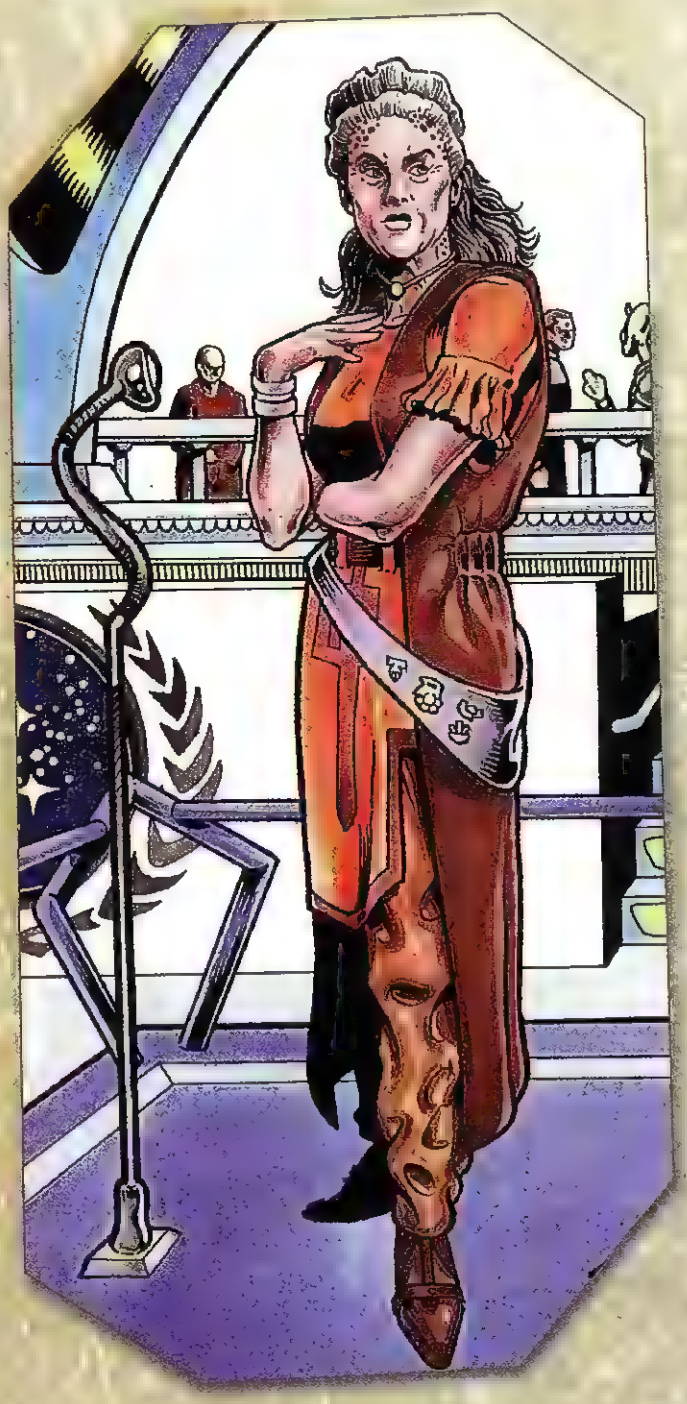
Symbiont Skills

Charm 0
Command 0
Diplomacy 0

As a joined Trill, you spent the first part of your life trying to qualify for your own symbiont and preparing for your chosen career as a diplomat (specializing in Romulan affairs).

Having passed the necessary examinations, you received a symbiont whose one previous host was a Starfleet officer. His interpersonal relationship skills, which you still have memory of, have proven quite handy from time to time as you negotiate with the Romulans and try to smooth over difficulties between them and your own species.

Spending Your 5 Points: Improving your symbiont skills to full-blown skills is one good way for any joined Trill to spend Development or Experience Points. Further knowledge of the Romulans, such as Culture (Romulan) or History (Romulan), might improve your ability to do your job. A hobby, perhaps Artistic Expression, Gaming, or a Knowledge skill, helps you relax.



pinch, he could man the Tactical station. An Engineer who specializes in Propulsion Engineering (Warp Drive) learned general propulsion engineering at the Academy, and can apply those basic principles to a variety of tasks; if necessary, he could attempt to repair the impulse drive.

A character's advantages represent his "special" abilities—some benefit, gift, or talent he has (like an Ally or Excellent Sight). Most player characters should possess at least one or two advantages.

At the same time, most characters also have disadvantages—flaws such as bad habits or cruel twists of fate that afflict the character and impair him in some way. No one's perfect, and sometimes being a hero means overcoming one's own limitations, instead of solving some ordeal or saving the day. Most character concepts should include one or two disadvantages, representing flaws your character struggles with during the action of the series. Giving a disadvantage to your character gives you more Development Points to spend in other areas of the creation process.

Players allocate Development Points to gain higher skill levels, new skills, better attributes and edges, and the like. Every character element costs a number of points, based on how useful it is in play. Increasing your Fitness from 2 to 3, for example, requires 2 Development Points. Later on in character creation, you receive a number of these points to spend to individualize your character.

STEP ONE: THE TEMPLATE

Now that you have a character concept, it is time to choose a Template. The Template represents the character's species—Human or Bajoran, for example. It defines the character's innate qualities, inherited characteristics, and cultural aspects. Each Template provides you with the attributes and skills for an average member of a particular species.

On pages 44-50, you'll find several Templates for various species. After considering the type of character you want to play, choose one that fits your concept. Templates are free; they do not cost Development Points.

The Template presents your character's basic attributes. Attributes define the character: How strong is he? How fast are his reflexes? How intelligent? Every character possesses five basic attributes—Fitness, Coordination, Intellect, Presence, and Psi. The numbers appearing in brackets reflect the maximum levels for a character of that species. For example, Humans cannot possess a Fitness greater than 5. Record the numbers listed on the Template on your character sheet. Later, you will be able to increase these attributes to further personalize your character.

The Template also provides a number of background skills and abilities. These are the basic skills possessed by virtually every member of your character's species; every Bajoran character, for example, knows the history, customs, and language of his people. Record the skills and skill levels listed on the Template on your character sheet.

In addition, some Templates list advantages or disadvantages common to the species. All Klingons, for example, possess Organ Redundancy. Record any listed advantages or disadvantages on your character sheet.

Attribute Scale

Here are some rough guidelines as to what the different levels of attributes mean:

Value	Meaning
0	Nonexistent
1	Weak
2	Average (for humans)
3	Good
4	Excellent
5	Legendary

Although attributes normally can only go as high as 5, some species can go even higher.

Now it's time for Steve to start creating his Bajoran character, Arnel Lantis. He chooses the Bajoran Template and notes the attributes, skills, advantages, and disadvantages on his character sheet. Steve gets his choice of Science skills (he picks Physical Science (Chemistry)—just the thing for a resistance fighter who needs to build explosives out of spare chemicals) and Athletics skills (he chooses Running, to reflect all the time Arnel has spent on the move in the wilderness).

STEP TWO: OVERLAYS

After picking a Template, choose an Overlay. The Overlay represents your character's profession. If the Template represents who you are, the Overlay represents what you do. It defines what your character has learned, rather than his innate abilities. Every profession in the *Star Trek: Deep Space Nine Roleplaying Game* has its own Overlay. The Overlay provides players with a list of skills necessary for the character to complete his duties—every warrior knows how to fight; every merchant knows how to dicker over prices.

On the following pages, you'll find Overlays for several careers common to individuals who live on the space stations, frontiers, and fringes of the major galactic societies. Each Overlay's primary skills appear in italics. Choose the appropriate Overlay for your character concept. Record the skills and skill levels listed on the Overlay on your character sheet. Later, you will be able to choose additional skills or increase existing skill levels. Overlays are free; they don't cost Development Points.

If you want to play the head of a department on a space station, starship, or other outpost, you must buy the Department Head advantage, and probably the Promotion advantage, too. Before buying these advantages, characters may need to possess certain skills or meet certain requirements. Ask your Narrator for more information.

Since Steve wants Arnel Lantis to be a security officer, he chooses the Starfleet Security Overlay from the Appendix, but adapts it by changing the Specializations to reflect his Bajoran background—Law (Bajoran) instead of Law (Starfleet), for example. While studying to become a security officer, he learned how to operate the Tactical station on board a space station or starship. He also learned how to operate various security systems (like alarms and electronic locks) as well as repair them. As his Computer Specialization, Steve decides his character learned how to break into computers—a skill which proved most effective when Arnel was fighting the Cardassians.

From his Overlay, Arnel receives a skill he already has—Athletics. The Security Overlay gives him the same skill with a different specialization, but at the same level as his Athletics (Running) 1 (2). He decides that Arnel became good at climbing while hiding out in the mountains of Bajor, and later refined that skill while studying to be a security officer. He notes down the new, second Specialization (Climbing) (2).

Arnel also learns about the history of the Federation and how to speak Federation Standard, since his job will bring him into close contact with Starfleet and Federation officials. Arnel already has the History skill, with a Specialization in Bajoran history. Like Athletics, Steve writes down the new Specialization under History as (Federation) (2).

STEP THREE: BACKGROUND

You've put together your Template and Overlay and now have a solid basis for a good character. You know how strong or smart he is and what he can do. Yet not all Cardassian warriors are the same; one might be stronger than another, or faster than another. One may have specialized in unarmed combat, while the other is an expert on demolitions. The Background History stage of character creation allows you to personalize your character to reflect this sort of development.

At this stage, you get to trace your character's development and training over time. When your character was a child, did he learn to play a musical instrument? While training to be a warrior, did he study engineering as well? Did he pick up any new abilities during his early years in his career? The Background History allows you to customize your characters, while at the same time building a past for them. Traits chosen at a specific stage in a character's past represent events and developments which occurred at that particular time. For example, if your character learned to play the piano as a child, purchase the Artistic Expression (Piano) skill during the Early Life stage in his Background History.

WHAT IF I GET THE SAME SKILL OR TRAIT TWICE?

Sometimes, you'll get the same skill, advantage, or disadvantage from two different sources during the Character Creation process. For example, an Overlay might provide a character with a skill he already received from his Template, or a Background History Package might provide a character with a skill he already received from his Overlay or from earlier in his Background.

- If both sources provide the same skill with different Specializations at the same level, the character simply knows two Specializations. For instance, Bajorans possess the skill History (Bajor) 1 (2). Starfleet officers learn History (Federation) 1 (2). On the character sheet, this becomes History (Bajor) 1 (2) and (Federation) (2).
- If both sources provide the same skill with different Specializations at different levels, the character takes the higher level skill and knows two Specializations. For instance, a Trill possesses Culture (Trill) 2 (3). Later, he chooses Religious/Ideological Training, which grants a Culture skill at 1 (2). He chooses Trill Religion for his specialization. On the character sheet, this becomes Culture (Trill) 2 (3) and Trill Religion (3).
- If both sources provide the same skill with the same Specialization at the same level, the character adds one point either to his skill or to the Specialization. For example, the Human Template provides any Science skill (choose Specialization) at 1 (2); the character chooses Life Sciences (Biology). The character then takes the "Academic Upbringing" Early Life History Package and chooses Life Sciences (Biology) 1 (2) as his Academic Skill. On the character sheet, this can either become Life Sciences (Biology) 2 (2) or Life Sciences (Biology) 1 (3).
- If both sources provide the same skill with the same Specialization at different levels, the character takes the higher skill level, then adds one point to either his skill or the Specialization. For example, a Bajoran character begins with any Science at 1 (2); the player chooses Medical Sciences (Surgery) 1 (2). Upon taking the Medical Overlay, he gets a Medical Sciences with any Specialization at 2 (3). On the character sheet (if the player selects Surgery as the Overlay Specialization here), that can either become Medical Sciences (Surgery) 3 (3) or Medical Sciences (Surgery) 2 (4).
- Skills without specializations (such as Dodge) simply accumulate. A Human character with Language, Federation Standard 2 from his Template and Language, Federation Standard 1 from his Overlay totals the skill levels to receive Language, Federation Standard 3.
- With regard to advantages and disadvantages, if two or more Background History packages or other sources give the character the same advantage/disadvantage, the points for that advantage/disadvantage add together if possible. For example, if at one stage of his Background History a character acquires Shady Background –1, and later in his History he gets Shady Background –2, he has a Shady Background –3. If this is not possible, substitute another appropriate advantage/disadvantage for the duplicate advantage/disadvantage.

Bajoran Template

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
  Willpower +1
Psi 0 [5]

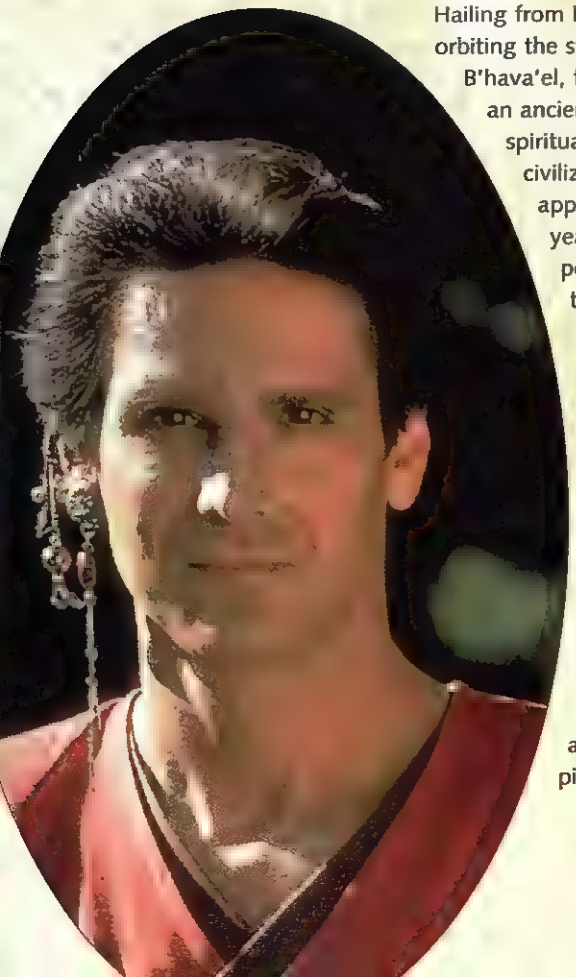
Skills

Athletics (choose Specialization) 2 (3)
Culture (Bajoran) 2 (3)
History (Bajoran) 1 (2)
Language
  Bajoran 2
Sciences, Any (choose Specialization) 1 (2)
World Knowledge (Bajor) 1 (2)

Typical Advantages/Disadvantages

2 extra Courage Points
Species Enemy (Cardassians) –4

Bajorans



Hailing from Bajor, a planet orbiting the star Bajor-B'hava'el, the Bajorans are an ancient and deeply spiritual people. Their civilization began approximately 30,000 years ago, and four periods dominate their history. The First Republic, which began approximately 15,000 years ago and lasted for approximately eight thousand years, is considered a "golden age" when the Bajorans flourished and many artistic masterpieces were created. After it ended there was a thousand-year period of balkanization, strife, and conflict. Eventually the peace-loving Bajorans founded a Second Republic, which continued the scientific and cultural advancements begun during the First Republic.

The Second Republic came to an end in 2328, when the Cardassians invaded and occupied Bajor. Forty years of oppression, slavery, degradation and misery followed; millions, and possibly hundreds of millions, of Bajorans were killed by the Cardassians, or died as a result of the occupation. But by 2369 the fierce and determined Bajoran resistance movement managed to drive the Cardassians off the planet.

For better or worse, Bajor soon found itself at a galactic crossroads. As the Bajorans struggled to rebuild and repair their once beautiful homeworld, Benjamin Sisko of Starfleet discovered the nearby Bajoran wormhole. Soon unprecedented levels of trade were flowing to and through Bajor, and, despite the effects of the Dominion War, the Bajoran economy and society should soon reach new heights thanks to the wormhole.

Bajoran culture revolves mainly around art and religion. The Bajorans worship beings known to them as the Prophets, who live in the Celestial Temple (which was recently determined to be the wormhole itself). From time to time the Prophets communicate with the Bajorans, providing them with cryptic messages which form the basis of prophecies and the Sacred Texts. It was the worship of the Prophets which gave many Bajorans the strength to withstand the abuses and horrors of the occupation.

Physically, Bajorans strongly resemble Humans, except for a furrowed vertical ridge on the bridge of their noses. Although their inner organs are roughly similar in function and arrangement, there are significant differences. For example, the Bajoran mothers-to-be gestate for five months, during which time they're prone to fits of sneezing. Bajoran skin tones range from pinkish to dark brown. Many Bajorans wear special ornamental ornamental earrings as a sign of their religious devotion to the Prophets.

For more about Bajoran history and culture, see the *Star Trek: Deep Space Nine Narrator's Toolkit* and *Call of the Prophets*, the Bajoran sourcebook.

Cardassian Template

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [5]
  Perception +1
Presence 2 [5]
  Willpower +1
Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3)
Culture (Cardassian) 2 (3)
History (Cardassian) 1 (2)
Language
  Cardassian 2
Persuasion (Oratory) 1 (2)
Sciences, Any (choose Specialization) 1 (2)
World Knowledge (Cardassia Prime) 1 (2)

Typical Advantages/Disadvantages

Eidetic Memory +3
High Pain Threshold +2
Medical Problem (can be poisoned with cobalt diselenide) –1
Species Enemy (Bajorans) –4

Cardassians

Cardassians are citizens of the Cardassian Union, an empire ruled from their homeworld of Cardassia Prime in the Bajor Sector. Located spinward from Federation space, the Union includes parts of the Bajor Sector. Its history begins approximately 18,000 years ago on Cardassia Prime, where the Cardassians evolved from a disconnected society based around small villages to a unified world government deriving from the Hebitian League, a trade group. Various periods of unity and disunity followed as governments rose and fell.

Although Cardassia was once famed for its beauty and the cultural achievements of its people, the planet's poor resources created constant strain which eventually transformed Cardassian society. Art and religion were forgotten in a desperate struggle for survival which gave rise to a harsh military dictatorship several hundred years ago. Driven by poverty and a painful awareness of their long social decline, the Cardassians found a new role for themselves as militaristic, authoritarian conquerors.

Cardassian relations with other species provide an excellent example of the harsh, aggressive, and often xenophobic nature of modern Cardassians. Their first encounter with another starfaring species, the Klingons, led to an eighteen-year-long war. Similarly, their early encounters with the Federation were marked by suspicion and mistrust, and eventually devolved into a twenty-year war which culminated with a peace treaty and the establishment of a demilitarized zone in 2370. Even more infamous is the Cardassian occupation and conquest of Bajor, a period of oppression and exploitation of the peaceful Bajoran people which left millions of Bajorans dead.

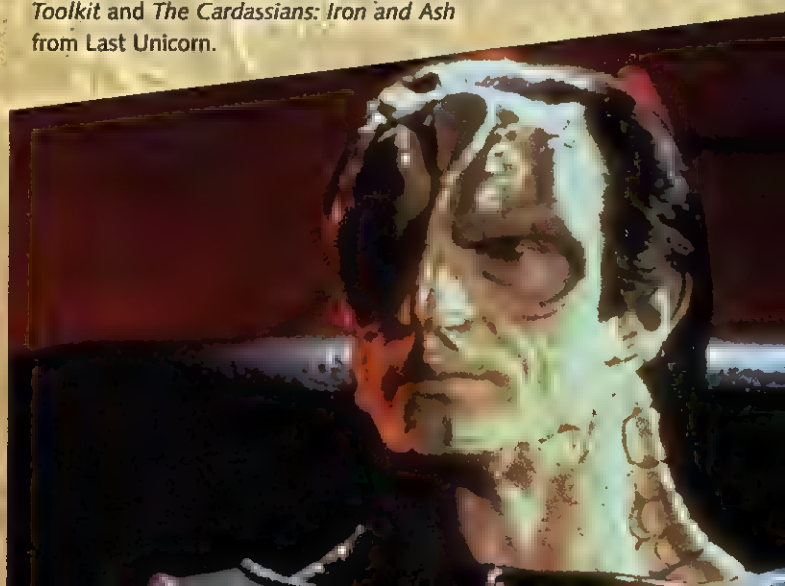
Modern Cardassian society devotes most of its resources to supporting its military and maintaining social order. The Obsidian Order, one of the Alpha Quadrant's most feared intelligence agencies, spies on virtually every Cardassian citizen. However, the publicly expressed Cardassian devotion to the state, and emphasis on each person's merit as a servant of the state, is largely a lie; the true motivating force in Cardassian society is *vesala*, an individual's elaborate interpersonal networks of contacts and influence. On Cardassia, whom you know (and can obtain favors from) is more important than what you know—but for every favor you call in, you owe one in return.

Educators steer the most promising Cardassian children toward military careers. At the age of ten, every Cardassian citizen must surrender a molar to the state identification bureau. All Cardassians are trained in intense mental discipline which gives them a photographic memory.

Cardassians are known for their aggressive and clever natures. Most are sworn enemies of the Federation and feel disgust at the sight of Bajorans, whom they hate for ousting them from Bajor. They tend to be talkative and eloquent. They show pride in themselves, their families, and their culture; they seek status and power in a society which purports to admire the strong and despise the weak, but where personal influence and contacts are the most important thing to have.

Cardassians have gray skin, enlarged necks supported by elongated vertebrae and covered by scale-like plates, distinctive segmented browridges which almost encircle the eyes, slightly less pronounced unsegmented ridges along the nose and chin (sometimes long the entire jaw), and a spoon-shaped vertical protrusion in the center of the forehead. The average Cardassian has about the same height and slightly greater mass than the average Human. He can tolerate heat better than a Human, but has poorer hearing. Cobalt diselenide, which is not harmful to any other known humanoids, is poisonous to Cardassians.

For more on Cardassian history and culture, refer to the *Star Trek: Deep Space Nine Roleplaying Game Narrator's Toolkit* and *The Cardassians: Iron and Ash* from Last Unicorn.



Ferengi Template

Attributes

Fitness 1 [5]
  Strength –1
  Vitality +1
Coordination 2 [5]
Intellect 2 [6]
  Logic +1
  Perception +1
Presence 2 [5]
  Empathy –1
  Willpower –1
Psi 0 [0]

Skills

Bargain (choose Specialization) 2 (3)
Culture (Ferengi) 2 (3)
Fast Talk 1
History (Ferengi) 1 (2)
Language
  Ferengi 2
Merchant (choose Specialization) 1 (2)
World Knowledge (Ferenginar) 1 (2)

Typical Advantages/Disadvantages

Excellent Hearing +2
Mathematical Ability +3
Telepathic Resistance +4
Greedy –1

Ferengi

The Ferengi come from Ferenginar, a world located in the Bajor Sector just a few light-years coreward from Bajor and Cardassia. They have pumpkin-colored skin; are, on the average, shorter and lighter than Humans; have four-lobed brains (which render them immune to telepathy); and are noted for their distinctive ears ("A one-eared Ferengi is only half a man," they say), which are an erogenous zone. Their mouths house wickedly pointed teeth, which they keep well honed with special tooth sharpeners. Ferengi are highly skilled mathematicians; many do differential calculus when trying to get to sleep at night, the way a Human might count sheep.

Ferenginar, the Ferengi homeworld, is a small, wet, humid, swampy world. It contains few metals or minerals worth mining, and few large vertebrate species. Rain is so common that there are 178 Ferengi words for it, and most animals (and thus most foodstuffs) are insects, mollusks, fish, small reptiles, and various invertebrates.

The Ferengi culture and society are entirely devoted to business and the concept of obtaining profit. Early Ferengi, unable to engage in trades like mining, herding, or most forms of farming, developed an economy based on food-gathering and craftwork. The establishment of the first currency 12,000 years ago is the major milestone in their history. Eventually vast trade networks sprang up, which led to the founding of their government, the Ferengi Alliance, about 2,000 years ago. The Alliance is based upon the revered Rules of Acquisition, the Ferengi Trade By-laws, and similar documents. When the opportunity presented itself, the Ferengi purchased (or stole) spacefaring technology and expanded their market to include the entire Alpha Quadrant.

Most other species tolerate the Ferengi, but few like them. Somehow they've earned a reputation for sneakiness, wheedling, ear-piercing cowardice when threatened, and a, shall we say, flexible viewpoint when it comes to the sanctity of the law. Their enemies see even their taste for gaudy fashion as a calculated attempt to offend. Ferengi shrug off ignorant perceptions of this sort, since they're generally held by other species whose foolishness is self-evident. Why, they choose to devote themselves to concepts such as justice, honor, duty, exploration, or combat instead of commerce and profit!

For more details about Ferengi history and culture, refer to the *Star Trek: Deep Space Nine Narrator's Toolkit.*

Human Template

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
    Willpower +1
Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3)
Culture (Human) 2 (3)
History (Human) 1 (2)
Language
    Federation Standard 2
Sciences, Any (choose Specialization) 1 (2)
World Knowledge (Earth or other homeworld) 1 (2)

Typical Advantages/Disadvantages

2 extra Courage Points

Humans

Humans, perhaps the most widespread species in the Alpha Quadrant, hail from Earth or one of its many colony worlds along the borders of Federation space. Compared to many other starfaring species, their civilization is very young, having developed over only about 6,000 years. For most of that time, their homeworld was divided among hundreds of nation-states, each vying with the others for power, prestige, and wealth. Wars and other forms of violence were frequent. On several occasions Humanity nearly destroyed itself in "world wars"; the last of these, World War III in the year 2053, involved repeated used of nuclear, biological, and chemical weapons. However, out of the ashes of this devastation, a Human named Zefram Cochrane developed Earth's first warp drive and initiated contact with other civilizations. Relations with other species revitalized Earth, eventually allowing Humans to transform it into a paradise and to become one of the principal founders of the United Federation of Planets.

Over the past three and a half centuries, Humans have exerted a profound influence on Alpha Quadrant society. The Federation, in which they are the primary participant, has become a utopia and a bastion of scientific and social progress. Human culture and language pervade it, and thus influence many other governments and civilizations. On the Federation frontiers and beyond its borders, they, along with their Federation partners, have established dozens, if not hundreds, of colony worlds.

Physically, Humans are mammals who stand about 1.5 to 2 meters tall. Like most other humanoid species, they have four limbs (two legs, two arms). Their skin color ranges from pinkish to dark brown, with many variations in between. Because their genetic material is compatible with that of many other humanoid species, they can crossbreed with little difficulty. Their physical characteristics are considered the baseline to which most other species are compared.

For more about Human history and the Federation, refer to the *Star Trek: The Next Generation Roleplaying Game* and *The Price of Freedom: The United Federation of Planets Sourcebook*.

Klingon Template

Attributes

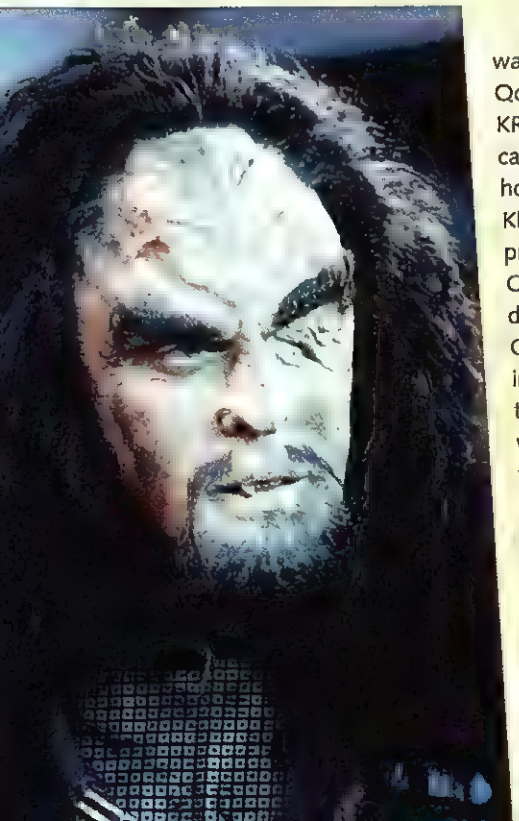
Fitness 3 [6]
  Strength +1
  Vitality +2
Coordination 3 [5]
Intellect 2 [5]
  Logic –2
Presence 2 [6]
  Empathy –2
  Willpower +1
Psi 0 [3]

Skills

Culture (Klingon) 2 (3)
History (Klingon) 1 (2)
Language
  Klingon 2
Primitive Weaponry (choose Specialization) 2 (3)
Unarmed Combat (choose Specialization) 2 (3)
World Knowledge (Qo'noS) 1 (2)

Typical Advantages/Disadvantages

High Pain Threshold +2
Organ Redundancy (*brak'lul*) +2
Code of Honor (Klingon Code) –4



Klingons

The aggressive and warlike Klingons hail from Qo'noS (pronounced KRO-nos, but usually just called "the Klingon homeworld"). The Klingon Empire, located primarily in the Beta Quadrant, extends some distance into the Alpha Quadrant. Its nearest interstellar neighbors are the Federation to spinward and the Romulans to coreward; it has not been forthcoming to the Federation about what lies rimward or antispinward from its space.

Klingons are mammals with dark brown skin. They are taller, stronger, fiercer, and more resilient than Humans. Klingons boast a redundant set of their major vital organs (two livers, an eight-chambered heart, and twenty-three ribs). This *brak'lul*, as they call it, allows a Klingon to keep fighting after suffering blows which would kill or severely injure most other humanoids. Elaborate, distinctive bony ridges adorn the center of their foreheads and heads (and sometimes descend down the bridge of the nose as well). Klingons of both sexes wear their hair long and flowing.

A fierce warrior people, the Klingons have a long and proud military tradition. Their history is an ongoing chronicle of battles, victories, defeats, and military maneuvers. They are renowned for their belligerence and skill in battle. All Klingons consider themselves warriors first and foremost, and other things (such as scientists, diplomats, or pirates) second. Klingons often spend their time in a fight, preparing for a fight, or bragging about a past fight. The average Klingon ripples with confidence, having mastered a wide range of military skills—everything from the use of personal energy weapons to starship tactics, to skill with melee weapons like the *bat'leth*, a bladed weapon resembling a cross between a scimitar and a staff.

An elaborate code of honor complements a Klingon's military skills. Honor is the most important Klingon virtue; the ideal Klingon must be unwavering in the face of danger or adversity, fierce and loyal to his family and patrons. Klingons despise cowardice, treachery, and any hesitation to directly confront a foe. An intimidating crudeness of manner serves as just part of the unabashed lust for life that marks the ideal Klingon.

Klingons structure their society around the House, an extended clan organization. A Klingon's heroic acts bring honor to his House; if he shows cowardice or treason, his entire House bears the taint of his shame, sometimes for generations. Men and women are generally equal (women can become warriors, and often do), but men hold most of the important political positions (including, by law, all seats on the High Council).

The Klingons do espouse some philosophical and quasi-religious beliefs, though they do not worship gods. Klingon myths state that the first Klingons rose up and killed their meddling gods. Their society looks proudly to its past; individuals connect to the glorious history of the Klingon people by steeping themselves in their culture's rich store of tradition and ritual.

Trill Template

Attributes

Fitness 2 [5]
  Vitality +1
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
  Empathy +1
Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3)
Culture (Trill) 2 (3)
History (Trill) 1 (2)
Language
  Trill 2
Sciences, Any (choose Specialization) 1 (2)
World Knowledge (Trill) 1 (2)

Typical Advantages/Disadvantages

1 extra Courage Point

Trill

Trill, natives of the planet of the same name, seem virtually identical to Humans, except for two notable differences. First, two rows of brownish spots start at the left and right sides of the Trill forehead and run down the sides of the face and the rest of the body. Second, the Trill abdomen contains an internal pocket, making possible the phenomenon for which Trill are best known—the "joining" with a vermiform symbiont to create a symbiotic lifeform. Not every Trill is joined; according to the Trill Symbiosis Commission, only about one in a thousand Trill is biologically suited for joining. Even then, the number of symbionts is limited, so among that .001% of the population, competition to become a "host" is fierce. Only the best and brightest Trill—about one out of every ten who apply for joining—attain this singular honor. (In truth, approximately half of the Trill population could be joined, but the Symbiosis Commission has suppressed this information for fear that, if it were revealed, the symbionts would become commodities.) When a Trill host dies, his symbiont is removed and joined with a new host. (The accompanying Template represents a typical, unjoined, Trill.)

The symbionts themselves are about one foot long, blind, motile, and intelligent. Those who are not joined live in muddy pools in the Caves of Mak'ala on Trill, where they are served and protected by a group of unjoined Trill known as the Guardians. While in their pools, they communicate via electrical discharges.

Trill hosts are joined to their symbionts in their mid-20s. Once joined, the host and symbiont quickly become biologically interdependent; after 93 hours together, neither can survive without the other. The symbiont can survive if removed and implanted in another Trill (in game terms, this is a –0 Medical Problem). The joined Trill takes a new name consisting of his given name with the symbiont's name as a "family" name. For example, if the host Kineron Jalera joins with the symbiont Prel, his new name is Kineron Prel.

A joined Trill shares the memories and, to a large extent, skills of every previous host with which his symbiont was joined. Newly joined Trill gain vivid memories of events which occurred hundreds of years ago. Each host-symbiont combination creates its own unique, merged personality exhibiting different desires and interests than either of them would have displayed individually. The symbiont's personality usually tends to dominate, or at least be stronger. For example, a newly joined Trill may find himself no longer liking foods he once considered delectable, or taking up "new" hobbies which a previous host enjoyed. A new host-symbiont pair is considered a "new person" and does not have to pay the debts or uphold the commitments or obligations of the previous host.

Trill society has strong taboos against "reassociation"—renewed romantic interest between two Trill who were married during former lifetimes (or between a newly joined Trill and the old host's loved ones). Trill who violate this taboo are essentially banished from Trill—and, even worse, when they die, their symbionts are not joined to new hosts, but instead are allowed to die with them. Since a Trill host considers nothing more important than protecting the life of his symbiont, this is a severe punishment indeed. Similarly, new host-symbiont pairs may avoid associating with the previous host's family or friends, but that depends on the individual Trill. Jadzia Dax, for example, enjoyed spending time with the friends of the Dax symbiont's earlier host, Curzon Dax, such as Benjamin Sisko and Kor. However, she did not make any effort to contact or get to know her previous hosts' children or relatives.

Joined Trill undergo a "rite of closure" called *zhian'tara* at least once in their lifetimes. Through this process they "meet" their previous hosts by having each host's memories and personality telepathically transferred to another person for a brief period of time. Most Trill regard this as an opportunity not only for closure, but to obtain greater "self"-awareness and understanding of their previous lives.

Joined Trill are extremely allergic to insect venoms, which disrupt the biochemical connections between host and symbiont (in game terms, this is a –0 point Medical Problem). Some, but not all, Trill symbionts can suffer severe damage if they are transported, and so their hosts avoid using transporters (a –1 point Medical Problem). Trill hands are notoriously frigid.

Trill Character Creation

You can build an unjoined Trill character using the Trill Template, an Overlay, and the Background History, just like creating a character of any other species. The same goes for a Trill who is joined to a symbiont which has never been implanted in a Trill before.

Creating joined Trill characters whose symbionts have lived in one or more previous hosts, on the other hand, is a three-step process. First, determine how many previous hosts the

symbiont has had. Typically the upper limit is ten, but for purposes of game balance Narrators may wish to limit joined Trill characters to three prior lifetimes (or some other limit appropriate to the series). For each previous life which the symbiont has lived, it (not its new host) receives three "symbiont skills" (with no Specialization for any skill). These are skills which the symbiont "remembers" from the experience of previous lifetimes, and should reflect that lifetime's profession(s), hobbies, and interests. They automatically receive a level of 0 (with no Specialization).

Second, build the host character using the Trill Template, an Overlay, and the Background History; this reflects the current host's skills, abilities, and interests.

Third, combine the symbiont skills with the ones from the host to get a complete joined character. Keep the list of symbiont skills separate, however. If some of the skills overlap, increase the host's skill by 1 (with a corresponding increase in Specialization, if the skill has them); that symbiont skill is not used thereafter, since its information and abilities are subsumed into the host's full skill.

Symbiont skills don't function precisely like normal skills (or like the standard zero-level skills described on page 20 of the *Star Trek: The Next Generation Players' Guide*). They represent memories and information from prior lifetimes which the current host can access and use, in a crude sense. The character can try to use any symbiont skill at any time, but since they're rated at 0 (with no Specialization), in essence he's only making an Attribute Test. Thus, the character can use his symbiont's skills—just not very well most of the time. Relying on them in an emergency is dangerous. (Since characters can already use many skills without training, as described under "Untrained Skill Use," page 108, players of Trill characters may want to choose symbiont skills which can't be used untrained, but of course they should choose symbiont skills based on their conceptions of the past hosts' lives, not on pure game mechanics. The Narrator must approve all symbiont skills.)

Trill characters can convert symbiont skills into full-fledged skills with Development Points or Experience Points—and since the character already has a certain familiarity with the skill, it's a little cheaper than normal. To buy a symbiont skill as a regular skill with Development Points during character creation costs 2 Development Points to buy the skill to level 1 (with a level (2) Specialization if appropriate). The cost per level thereafter is normal. To buy a symbiont skill with Experience Points costs only 4 Experience Points, instead of the usual 5; the cost for improving it thereafter is normal.

Ross has built a joined Trill character, Kineron Prel. Prel has lived three previous lifetimes (which is the limit on prior lives established by the Narrator), so Ross must choose nine symbiont skills. The Prel symbiont's first host was Umari, an engineer aboard a Starfleet vessel, so Ross chooses Shipboard Systems, Systems Engineering, and Propulsion Engineering as that lifetime's symbiont skills. (Note that, as explained above, none of these skills takes a Specialization.) The second host, Jerrial, was a military man with a fascination for ancient military history. His symbiont skills are Primitive Weaponry, History, and Starship Tactics. The last host before Kineron, Redaro, was a skilled merchant and trader; his symbiont skills are Merchant, Bargain, and Language: Ferengi. Kineron Prel can use these nine skills, but when he does so, he rolls only his appropriate Attribute as if making an Attribute Test; the skill adds nothing to the Test Result.

Kineron Prel is a science officer in Starfleet. Through his Template, Overlay, and Background History, he ends up with the following skills which overlap his symbiont skills: History (Trill, Federation) 1 (2, 2) and Shipboard Systems (Sensors, Flight Control) 2 (3, 3). Because of the overlap, he may increase them to History (Trill, Federation) 2 (3, 3) and Shipboard Systems (Sensors, Flight Control) 3 (4, 4). Kineron has Intellect 3; if he uses his Starship Tactics skill during the game, he may roll three dice and take the highest one; his skill adds nothing to the roll.

If the symbiont's current host is killed, the player may continue to play the character (albeit with a different host body) if the symbiont can be placed in a new host. The player must select three of his last form's skills as symbiont skills learned from that host, and then create a new character using the normal process outlined above.

Narrators should examine any joined Trill characters carefully before allowing them in the series. Because they receive extra skills (albeit unrated ones) for each previous lifetime, they are potentially much more versatile than a standard character, which may allow the Trill to hog the spotlight, causing resentment on the part of other players. While they are exposed to some dangers which other characters are not (for example, the fact that they will die if the symbiont is removed), they may still become a problem in the game because they can do so many things. If you feel this will cause problems in your game, forbid joined Trill characters or work with the player to keep the situation from getting out of hand.

Joined Trill in Combat

Joined Trills run a risk in combat which most characters do not: Serious injuries dealt to the symbiont may kill the host, too.

A symbiont's Resistance (Fitness + Vitality) is 2. It has only five Wound Levels: Healthy, Wounded, Incapacitated, Near Death, and Killed. It does not normally take damage from injuries which its host body suffers. However, any time the host body suffers an injury to the Abdomen/Stomach region, there is a 50% chance that the symbiont is hurt as well. It's only affected by damage which gets through the host body's Resistance, though.

If the symbiont suffers an injury, the host body immediately drops to that same Wound Level if it is healthier. For example, if the host is Stunned by an attack which also injures the symbiont and does enough damage to Incapacitate the symbiont, the host body automatically becomes Incapacitated as well. If the symbiont dies, the host body dies, too: If the initial injuries don't kill him, the loss of the symbiont will do so, in about twenty hours.

As you choose packages and abilities during the Background History, explain how your character's various background elements fit together, so that they form a story of the character's life up to the point of entering play. For example, if you choose the Sworn Enemy and Vengeful disadvantages for your character, you might work with the Narrator to explain these traits. Maybe an enemy attacked the character's home planet, killing thousands of inhabitants before being driven off by Starfleet. The character has sworn revenge on the leader, who in turn has vowed to kill the character.

In game terms, at each stage of the Background History, you receive a number of Development Points with which to acquire or improve attributes and edges, skills, and/or other character creation elements. For each of the Background History stages, several "packages" are listed. Packages are groups of skills a character can select to represent a type of training or experience acquired during that stage of his life. If you want your character to be the child of two renowned scientists, for instance, you could choose the Famous Parents Early Life Package. It's a quick and easy way to spend your Development Points for that stage and build a solid character history.

Alternatively, you can spend the Development Points for a particular Background History stage on the attributes, edges, skills, advantages, and disadvantages listed in either that section or the Universal Background List (page 56). All Development Points for each stage of the Background History process must be spent on the traits listed for that stage; you can't save them or carry them over for later stages. This allows you to buy something other than a predefined "package," thus making your character unique.

If you want to select a character element not listed for a particular stage, you should work with the Narrator to invent a credible explanation. A character who learned particle physics while still a child might be a prodigy (like Wesley Crusher), while someone who learned Merchant might have flown all over the galaxy while accompanying his family on trading ventures.

Throughout this process, additional ideas and refinements may occur to you. Follow these instincts; you'll end up with a more interesting character. Whereas before you had the bare bones of a character, during Background History your decisions will make you care about your character more, and ensure that the character better fits your initial conception.

Spending Development Points

Buying Attributes

Increasing an attribute costs 2 Development Points per attribute level. Reducing an attribute from the starting value confers 2 extra Development Points per attribute level decreased.

Buying Edges

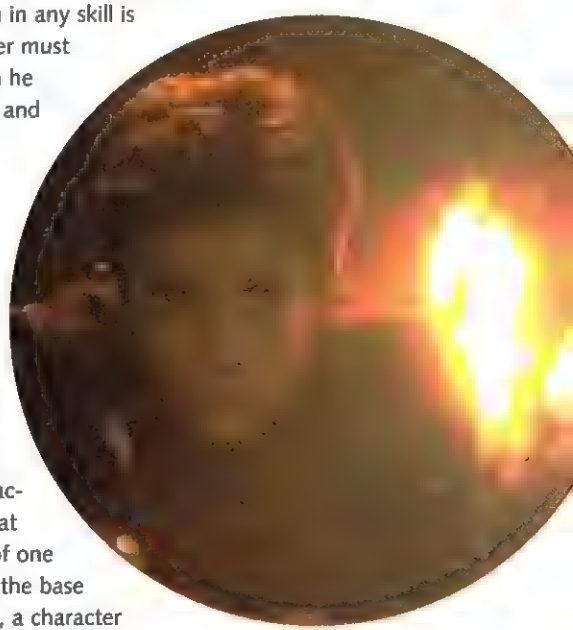
Positive edges cost 1 Development Point for each point raised; negative edges give 1 extra Development Point per point to spend on other edges or on attributes. These costs include paying for the 0 level; for example, taking an edge from –1 to +1 costs 2 Development Points—one point to go from –1 to 0, and another point to go from 0 to +1.

After choosing a Template, players may make no more than four changes to their characters' edges during development. Each increase or decrease in an edge by a point counts as a change. For example, raising a character's Dexterity and Vitality each by 1 counts as two changes, and decreasing that same character's Strength to –1 counts as a third change. The player can only make one more change to his edges during character development. A character's edges can change without limit after game play begins, provided the player gets the Narrator's permission for all changes. If, as a result of choosing an Overlay or Background History package, you make more than four changes to your edges, just skip the fifth (and subsequent) change(s)—take the additional points and put them someplace else. Characters with Psi ratings of 0 can't lower their Range and Focus edges to gain extra Development Points.

Buying Skills

During character creation, acquiring a new skill (at level 1) or raising a skill level by one costs 3 Development Points. Each additional level in a skill also costs 3 Development Points. Thus, Fast Talk 2 costs 6 Development Points. Improving it to level 3 would cost an additional 3 Development Points, for a total of 9 spent on that skill.

Most skills have Specializations. The first specialization in any skill is free: The character must choose one when he acquires the skill, and he has it at one level higher than his base skill, as described in the Traits chapter. Additional Specializations within a skill cost 1 Development Point each; when bought, the character obtains them at the usual rating of one level higher than the base skill. For example, a character with Charm (Seduction) 2 (5) who decides to buy the Influence Specialization for 1 Development Point obtains it at level (3), one level higher than his base Charm (not (5), even though he's already got one Specialization at that level).



Improving an existing Specialization costs 1 Development Point per level. A character may improve a Specialization above the normal rating of one level higher than the base skill. For example, a character could have Charm (Seduction) 2 (5); he's not limited to (3) just because his base skill is a 2.

A character can't start the game with a skill higher than 4 (5) (or 5 for skills, such as Dodge, which don't have Specializations), except with the Narrator's permission. The costs for improving skills with Experience Points are listed in the "Rewards" chapter.

Playing Starfleet Characters

Characters in the *Star Trek: Deep Space Nine Roleplaying Game* are assumed not to be Starfleet personnel (unlike characters in the *Star Trek: The Next Generation Roleplaying Game*). However, as the *Star Trek: Deep Space Nine* television series itself shows us, it's entirely possible to play a Starfleet character posted to a space station or other duty post in a frontier area where the rules and laws of the Federation may not always apply. In fact, this can lead to some fascinating roleplaying and intriguing scenarios as the two character types encounter each other and try to find common ground to work together despite their very different views and morals.

If you're interested in playing a Starfleet character, refer to the Appendix of this book for some Templates and Overlays, or consult the *Star Trek: The Next Generation Roleplaying Game* core rulebook for additional information. Players can also use the Starfleet Overlays to simulate a wide variety of related professions, such as security officers in the Bajoran Militia.

Building Civilian Characters

Unlike *Star Trek: The Next Generation Roleplaying Game* characters, many, if not most, *Star Trek: Deep Space Nine Roleplaying Game* characters are civilians—merchants, mercenaries, priests, and the like—instead of soldiers or highly trained Starfleet explorers. As such they do not possess the advanced training shared by members of Starfleet, the Romulan Star Navy, and similar organizations. To reflect this, they are built with fewer Development Points.

There are two ways to do this in the Icon System. The first method—the one used in this book—is to reduce the value of the Overlay while keeping the Background History stages the same. (An alternative system, presented in *The Price of Freedom: The United Federation of Planets Sourcebook*, keeps the Overlay the same but reduces the amount of Development Points spent during the stages of the Background History.) The two systems aren't all that different; either way, characters get built on the same number of points.

In a *Star Trek: Deep Space Nine Roleplaying Game* series, where a Crew may include both civilians and highly trained naval/military personnel, this Development Point disparity may result in some characters being more capable or competent than others. Narrators who prefer to maintain player character balance in their *DS9* series should give civilian characters another 18 Development Points to spend on their Overlay skills (to increase their level or buy more Specializations). At the Narrator's option, players can also spend the extra points on skills related to, but not derived from, the character's Overlay.

Don't build civilian characters with an Overlay from *The Price of Freedom* with the Background History stages from this book without the Narrator's permission. That would result in a character who had the best of both worlds—a fully developed Overlay along with a fully developed Background History—and thus too many Development Points for a civilian.

Buying Advantages and Disadvantages

Advantages cost a variable number of points, depending on the magnitude of the benefit, while disadvantages give a character extra points to allocate, based on the severity of the flaw. These costs are listed in the Traits chapter. You may only select eight points' worth of disadvantages at the start of the game, without special dispensation from your Narrator. Anyone with more than eight points' worth of disadvantages probably couldn't survive and thrive in the demanding situations which *Star Trek: Deep Space Nine Roleplaying Game* characters often face.

The Background History

Early Life

Where did your character grow up? What was his home life like? Where did he go to school? This stage of character development details your character's childhood, giving you an idea of how his parents raised him and what he learned along the way. It covers the period of your character's life from birth until he embarks on his advanced training.

Choose an Early Life package listed below, or spend 5 Development Points on the attributes, skills, advantages, and disadvantages listed in the Early Life History List or the Universal Background List. Skills purchased during this stage represent your character's education and interests during childhood, while advantages and disadvantages detail the events that happened to him during that time.

Steve is now ready to flesh out the character, Arnel Lantis, creating his past history and adding personalizing touches. While the Template and Overlay give Steve a good idea of what his character can do, the Background History gives him a chance to establish what Lantis did and learned as a child and early in his career.

First he goes to Early Life. Given that Bajor was occupied by the Cardassians prior to Arnel's birth, he decides that Arnel's parents were resistance fighters who raised Lantis to fight for Bajor, too. He takes the "Military Brat" package. He chooses +1 Dexterity and Energy Weapon (Phaser) as his abilities. As his Contact he chooses Kenros Veld, a friend in the resistance who is now a member of the Bajoran Provisional Government.

Early Life Packages (each costs 5 Development Points)

The character receives 5 Development Points to spend during Early Life.

Academic Upbringing: One Academic Skill (see below) at 1 (2), +1 to Logic Edge, Patron +2, Arrogant –1

Colony/Frontier Upbringing: One Survival Skill (see below) at 1 (2), +1 to Vitality Edge, +1 to Perception Edge

Criminal Upbringing: Streetwise 1 (2), Fast Talk OR Gaming OR Sleight Of Hand (choose Specialization, if appropriate) at 1 (2), Shady Background –1

Failed Colony: One Survival Skill (see box below) at 1 (2), +1 to Vitality Edge, Alertness +2, Vengeful –1 OR Intolerant –1 (of whomever the character blames for the failure)

Famous Parents: One Intellect Skill at 1 (2), +2 Renown (choose Aspect), Patron (your parents) +2, Obligation –1 OR Rival –1 connected to your parents' work

Mercantile Upbringing: Merchant OR Bargain at 1 (2), +1 to Logic OR Perception Edge, Contact +1

Military Brat: One Military Skill (see below) at 1 (2), +1 to Dexterity OR Reaction Edge, Contact +1

Normal Upbringing: Athletics OR Craft OR Knowledge (choose a Specialization for your childhood hobby or sport, such as Riding, Climbing, Woodworking, or Andorian Literature) 1 (2), add a Specialization in any Template Skill, +1 to Dexterity OR Reaction Edge

Occupation/Labor Camp Upbringing: Stealth (choose Specialization) 1 (2), Primitive Weaponry (Knife) 1 (2) OR Fast Talk 1, Vengeful –1

Orphaned: Streetwise (choose Specialization) 1 (2), Charm OR Intimidation (choose Specialization) 1 (2), +1 to Empathy Edge, Hides Emotions –2

Political Upbringing: Diplomacy (with Specialization reflecting your parents' career) 1 (2), Language Ability +2, Contact +1, Rival –1 (connected to parents' career)

Religious/Ideological Training: Theology (choose appropriate Specialization) OR History (with Specialization in past of religious group) 1 (2), Culture (choose appropriate Specialization) 1 (2), +1 Strength OR +1 Willpower Edge, Fanatic –2 OR Pacifism –2

Wealthy Upbringing: Culture (High Society of appropriate species or planet) 1 (2) OR Charm (choose Specialization) 1 (2), Wealth +2

Academic Skills

Culture
History
Languages
Law
Sciences, All
World Knowledge

Military Skills

Administration (Logistics)
Energy Weapon
Heavy Weapons
Planetary Tactics
Primitive Weaponry
Projectile Weapons
Starship Tactics
Strategic Operations
Systems Engineering (Weapons Systems)
Unarmed Combat

Survival Skills

Dodge
Energy Weapon
First Aid
Planetside Survival
Primitive Weaponry
Stealth
Unarmed Combat

Other Skills

Animal Handling
Psionic Skill, Any (if applicable)
Streetwise

Attributes And Edges

Any

Advantages

Alertness (+2)
Alien Upbringing (+1)
Ambidexterity (+2)
Double-jointed (+2)
Eidetic Memory (+3)
Engineering Aptitude (+3)
Excellent Balance (+1)
Excellent Chemoreception (+1)
Excellent Hearing (+2)
Excellent Metabolism (+1)
Excellent Sight (+2)
High Pain Threshold (+2)
Innovative (+1)
Language Ability (+2)
Mathematical Ability (+3)
Mixed Species Heritage (+6)
Multitasking (+2)
Night Vision (+2)
Organ Redundancy (+2)
Peripheral Vision (+1)
Rapid Healing (+1)
Sense of Direction (+1)
Sense of Time (+2)
Tactical Genius (+3)
Telepathic Resistance (+4)
Toughness (+2)

Disadvantages

Bloodlust (–2)
Low Pain Threshold (–2)
Slow Healing (–2)
Weak Will (–2)
Weakness (–2)
Zero-G Intolerance (–2)

Development Point Costs

Attributes	2 points
Edges	1 point
Skill	3 points
Specialization	1 point
Advantages	Variable
Disadvantages	Variable

Character Overlays

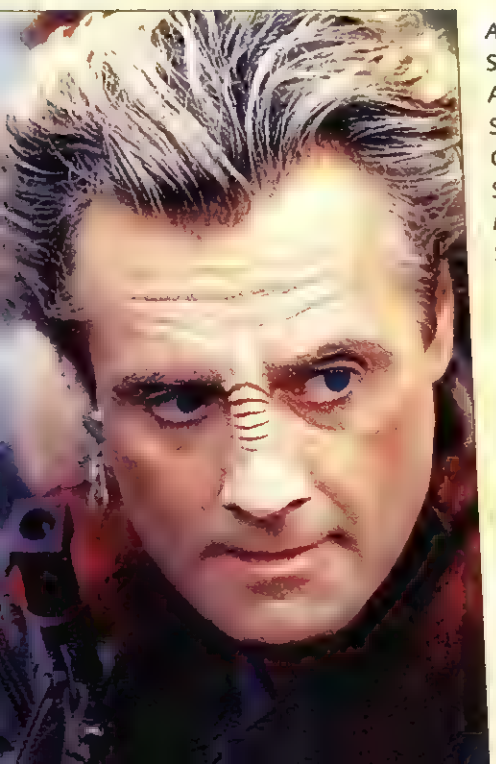
Colonist

Colonists settle undeveloped or newly discovered planets. In some cases they have come to their new home seeking just such an unspoiled place; others want to develop their planet and turn it into yet another settled, technologically advanced member of the UFP or other government. In either case, colonists are a common sight on the frontiers of the Alpha Quadrant. They want prosperity for their colonies, safety for their loved ones, and due credit for the back-breaking labor they've endured to make a new society.

Athletics (choose Specialization) 1 (2)
Energy Weapon (choose Specialization) 1 (2)
History (Federation) 1 (2)
Language
  Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Planetary Sciences (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 2 (3)
Social Sciences (choose Specialization) 1 (2)
Sciences, Any other (choose Specialization) 1 (2)
World Knowledge (colony world) 2 (3)

Diplomat/Politician

No matter where Humans (and other sentient species) go, they can't escape politics. Diplomats and politicians are as much a feature of life on the frontiers of the Federation as they are anywhere else; indeed, since species most often encounter new species on the frontier, diplomats often mean the difference between uneasy coexistence and all-out war.



Administration (choose Specialization) 1 (2)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Diplomacy (choose Specialization) 2 (3)
History (choose Specialization) 1 (2)
Language (choose Language) 1
Law (choose Spec.) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Social Sciences (choose Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)

Maquis/Rebel

The Maquis are former Federation colonists whose colony worlds became Cardassian territory because of the border changes wrought by the Federation-Cardassian Treaty. Abandoned by the Federation and subject to treaty-violating attacks by Cardassian forces, they formed a rebel group to fight for their own sovereign, independent alliance. Sometimes fanatical, sometimes self-righteous, but always scrappy and determined, the Maquis seek a future in which they don't have to battle for their basic freedoms.

Players can also use this Overlay, more generally, for any similar group of rebels, terrorists, or freedom fighters.

Athletics (choose Specialization) 1 (2)
Energy Weapon (choose Specialization) 1 (2)
Espionage (choose Specialization) 1 (2)
First Aid (choose Specialization) 1 (2)
History (Federation) 1 (2)
Language
  Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2) OR Planetary Tactics (Guerrilla Warfare) 1 (2)
Starship Tactics (Cardassian or other Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)
World Knowledge (home colony world) 1 (2)

Merchant

Even in the advanced economy of the 24th century, the well-being of empires and backwater worlds alike depends on merchants and traders, whose ventures ensure the flow of goods and services throughout the galaxy. They ply the spacelanes, making a profit by transporting cargo, goods, and people from one place to another. They may seek fame, customer satisfaction, the pride of a job well done, or good, old-fashioned piles of latinum.

To create a merchant or businessman character who is based in a single location (such as the owner of bar on a space station), substitute an appropriate skill (often Craft) for the Shipboard Systems skill.

Athletics (choose Specialization) 1 (2)
Bargain (choose Specialization) 2 (3)
Computer (choose Specialization) 1 (2)
Language
  Federation Standard 1
  Language of choice 1
Law (Trade Regulations) 2 (3)
Merchant (choose Specialization) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Shipboard Systems (Flight Control) 1 (2)

MYSTIC

Faith remains a motivating factor for billions of residents of the Alpha Quadrant. Nowhere is religious conviction more severely tested than on the frontier, where temptations multiply and men make their own rules. Use this Overlay for characters whose lives are devoted to religious pursuits, whether they be lay devotees or high-ranking religious figures.

Athletics (choose Specialization) 1 (2)
Culture (appropriate religious culture) 2 (3)
History (choose Specialization) 1 (2)
Language
    Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Persuasion (Oratory) 2 (3)
Social Sciences (choose Specialization) 2 (3)
Theology (choose Specialization) 2 (3)

PIRATE/SMUGGLER

Not everyone who travels the spacelanes is completely honest or well intentioned. Some people prefer to make their living smuggling contraband, or even stealing from others. However, criminals don't necessarily have to be villainous; they could simply be outlaw heroes fighting a repressive government or flashy, picaresque thieves.

Athletics (choose Specialization) 1 (2)
Energy Weapon (choose Specialization) 1 (2)
Fast Talk 1
Gaming (choose Specialization) 1 (2)
Language
    Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Shipboard Systems (choose Specialization) 2 (3)
Streetwise (choose Specialization) 2 (3)

SPY

The frontiers of space abound with spies and espionage agents. There they can monitor transmissions, make contact with other agents, and do their work unnoticed. This Overlay represents a generic espionage agent; for more detailed information on and Overlays for espionage agents in the *Star Trek* universe, refer to *Starfleet Intelligence: The First Line* and various other products from Last Unicorn Games.

Administration (Intelligence) 1 (2)
Athletics (choose Specialization) 1 (2)
Bargain (Bribery) 1 (2)
Computer (choose Specialization) 1 (2)
Energy Weapon (choose Specialization) 1 (2)
Espionage (choose Specialization) 2 (3)
Fast Talk 2
Language
    Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Security (Security Systems) 1 (2)

WARRIOR

Frontiers breed conflict. Conflict demands men and women trained in the art and science of warfare. This Overlay represents trained soldiers, Klingon warriors, and mercenaries from any one of a hundred different species. Warriors fight for many different reasons, and if the recent history of the Alpha Quadrant is any indication, there will be no shortage of battles for warriors to participate in for years to come.

Athletics (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (choose Specialization) 2 (3)
Language
    Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Planetary Tactics (choose Specialization) 1 (2)
Primitive Weaponry (choose Specialization) 1 (2)
Shipboard Systems (Tactical) 2 (3)
Starship Tactics (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 1 (2)

Universal Background List

Characters can take these advantages, disadvantages, and skills at any stage of their character's Background History.

Skills

Acrobatics
Administration
Artistic Expression
Athletics
Bargain
Charm
Computer
Concealment
Culture
Demolitions
Diplomacy
Disguise
Dodge
Energy Weapon
Engineering, Any
Fast Talk
First Aid
Gaming
History
Intimidation
Knowledge
Languages
Law
Merchant
Personal Equipment
Persuasion
Planetary Tactics
Planetside Survival
Primitive Weaponry
Science, Any
Search
Sleight of Hand
Stealth
Theology
Unarmed Combat
Vehicle Operation
World Knowledge

Advantages

Ally (+2 to +5)
Athletic Ability (+2)
Bold (+1)
Contact (+1 to +3)
Curious (+1)
Famous Incident (varies)
Favors Owed (+1)
Medical Remedy (varies)
Patron (+2 to +4)
Quick-draw (+2)
Resolute (+3)
Sexy (+2)
Shrewd (+1)
Strong Will (+2)
Wealth (+1 to +6)

Disadvantages

Argumentative (–1)
Chronic Pain (–2)
Code of Honor (–2 to –5)
Dark Secret (–1 to –3)
Dependent (–2)
Fanatic (–2 to –3)
Greedy (–1)
Hides Emotions (–2)
Hypochondria (–1)
Impulsive (–1)
Intolerant (–1 to –3)
Medical Problem (–1 to –3)
Obligation (–1 to –3)
Obsessive Tendencies (–3)
Pacifism (–1 to –5)
Phobia (–2 to –5)
Physically Impaired (–1 to –3)
Poor Chemoreception (if later in life, due to disease or chemical exposure) (–1)
Poor Hearing (if later in life, due to trauma or increasing deafness) (–1)
Poor Sight (if later in life, due to injury, radiation, or increasing blindness) (–2)
Rival (–1 to –3)
Shady Background (–1 to –5)
Sworn Enemy (–1 to –3)
Vengeful (–1 to –2)

Advanced Training

This stage of a character's Background History represents his advanced training and education. The various packages reflect the many different ways a character on the frontiers and fringes of the major galactic societies could get such training.

Moving on to Advanced Training, Steve's choice is obvious: He picks the Guerrilla/Resistance Fighter/Terrorist Training package. He notes the skills on his character sheet. Arnel is becoming extremely proficient in the use of a phaser—a mighty useful skill for a security officer.

Advanced Training Packages (each costs 9 Development Points)

Characters receive 9 Development Points to spend during Advanced Training.

Colonization Training: Material Engineering (Civil) 1 (2), Planetary Sciences (choose Specialization) 1 (2), Planetside Survival (choose Specialization) 1 (2)

Criminal Apprenticeship: Fast Talk 1, Sleight of Hand (Pick Pocket) 1 (2), Streetwise (choose Specialization) 1 (2)

Diplomatic School/Political Training: Diplomacy (choose Specialization) 1 (2), one Language at 1, World Knowledge (choose Specialization) 1 (2)

Guerrilla/Resistance Fighter/Terrorist Training: Demolitions (choose Specialization) 1 (2), Energy Weapon (choose Specialization) 1 (2), Planetary Tactics (Guerrilla Warfare) 1 (2)

Higher Education: Any two Academic Skills (choose Specializations) 1 (2) and 1 (2), +1 Intellect, Curious +1

Intelligence Training: Espionage (choose two Specializations) 1 (2) and (2), Fast Talk 1, +1 Perception Edge, Shrewd +1

Mercantile Apprentice/Assistant: Administration (choose Specialization relevant to business or trade) 1 (2), Bargain (choose Specialization) 1 (2), Merchant (choose Specialization) 1 (2)

Military Training: Any three Military Skills (choose Specializations) at 1 (2) each, +1 Vitality Edge, Rival –1

Religious Training: Administration (Religious Order/Church) 1 (2), Persuasion (Oratory) 1 (2), Theology (choose Specialization) 1 (2), Religious Rank +0

Street Learning: Streetwise (choose two Specializations) 1 (2) and (2), +1 Intellect OR Coordination, Alertness +2, Innovative +1

Trill University: Convert any three symbiont Skills into full skills, any one Academic skill at 1 (2), Curious +1, Arrogant –1

Attributes and Edges

Any

Skills

Behavior Modification
Espionage
Heavy Weapons
Psionic Skills, Any (if applicable)
Security
Shipboard Systems
Starship Tactics
Strategic Operations

Advantages

Alertness (+2)
Engineering Aptitude (+3)
High Pain Threshold (+2)
Innovative (+1)
Language Ability (+2)
Mathematical Ability (+3)
Shrewd (+1)
Tactical Genius (+3)
Wealth (+1 to +6)

Disadvantages

Zero-G Intolerance (–2)

Additional Education

Some characters show a talent for academic training or related subjects. As part of their training, these characters may take additional courses of study. Additional education does not increase the Development Points a character can spend during this stage of his Background, but does offer a good explanation for buying many new and unusual skills. Other products from Last Unicorn Games provide players with additional packages for various specialist schools.

Professional Career

Having completed his advanced training in a manner appropriate to his chosen field of endeavor, the character now must embark upon his career, as defined by his Overlay and the choices he makes at this stage. Unlike Starfleet characters, whose lives are conveniently organized into "tours of duty," most of the characters out on the frontiers just have one "career" before game play begins. (With the Narrator's permission, a character can go through different "careers" during his life before the game begins, perhaps trying different jobs as circumstances require or opportunity allows. Each stage after the first gives him 5 Development Points to spend.)

Steve concludes Arnel's Background History by choosing Resistance Fighter/Rebel/Terrorist, since Arnel spent years fighting the Cardassians before the occupation ended. With the Narrator's permission, he opts to replace his Shady Background with a Dark Secret—while in the resistance, he once spared the lives of several Cardassians and their families because he couldn't bear to kill them in front of their children. While some people would praise him for this act of mercy, many Bajorans, including his old friends in the resistance, would ostracize him if they found out about it, or maybe even have him killed as a traitor.

Professional Packages (cost 10 Development Points each)

Characters receive 10 Development Points to spend during Professional Career.

Colonist/Colonization/Colony Commander: The character has worked to establish a new or still-developing colony. He helped build settlements, administer the colonial government, and explore the planet.

Administration (Colony) 1 (2), Planetary Science (choose Specialization) 1 (2), Planetside Survival (choose Specialization) 1 (2), World Knowledge (colony world) 1 (2), Intolerant –2 ("soft" people living back in civilization)

Criminal: The character lived life on the wrong side of the law. He may be a likeable rogue who steals from the rich to give to the poor, or a black-hearted killer motivated only by his own selfish desires.

Computer (Data Alteration/Hacking) 1 (2) OR Fast Talk 1, Security (choose Specialization) 1 (2), Stealth (choose Specialization) 1 (2), Streetwise (choose Specialization) 1 (2), Shady Background –2; OPTIONAL: increase Shady Background and take appropriate advantages to balance (such as Contact, Favor Owed, or Wealth)

Diplomat: The character served as a diplomat representing one of the major galactic powers. As such he participated in negotiations, mediations, and similar events.

Computer (Research) 1 (2), Diplomacy (choose Specialization) 1 (2), Law (Intergalactic Law) 1 (2), +1 Logic or Perception edge

Instructor: The character has been working as a teacher, professor, tutor, or similar educational official.

Any Academic Skill (choose two Specializations) 1 (2) and (2), Administration (Academic) 1 (2), Artistic Expression (choose Specialization) 1 (2), Contact +1, Argumentative –1

Intelligence Operative: The character has been an agent or officer of an intelligence organization such as the Tal Shiar or Obsidian Order. He may have been a data analyst back at headquarters, a dashing field operative, an undercover agent, a freelance spy, or a traitor to his people.

Behavior Modification (choose Specialization) 1 (2), Disguise (choose Specialization) 1 (2), Espionage (choose Specialization) 1 (2), Language (choose appropriate language related to posting) 1, Dark Secret –2

Military Career: The character has belonged to, and fought with, a military organization (such as the Imperial Klingon Defense Forces).

Any Military Skill (choose Specialization) 1 (2), Command (choose Specialization) 1 (2), Shipboard Systems (Tactical) OR Starship Tactics (choose Specialization) 1 (2), Promotion +1; OPTIONAL: increase Promotion and balance with appropriate disadvantage(s)

Pirate/Smuggler: The character worked aboard a pirate ship or smuggler's vessel, making his living by breaking the law. He may have been a vicious thug or simply a roguish ne'er-do-well trying to survive.

Shipboard Systems (choose Specialization) 1 (2), Streetwise (choose Specialization) 2 (3), Gaming (choose Specialization) 1 (2), Shady Background –2; OPTIONAL: increase Shady Background and take appropriate advantages to balance (such as Contact, Favor Owed, or Wealth)

Politics: The character has been an elected or appointed official in government, a functionary of an out-of-power political party, or a backroom operator.

Administration (choose Specialization) 1 (2), Law (choose Specialization) 1 (2), Persuasion (Oratory) 1 (2), Political Rank +2, Obligation –1 (to a patron, the duties of the office, or the like); OPTIONAL: increase Political Rank and balance with appropriate disadvantage(s)

Religious Vocation: The character has been engaged in religious studies or pursuits, and may have achieved high rank in the hierarchy of his faith.

Administration (Religious Order/Church) 1 (2), Theology (choose appropriate Specialization) 2 (3), Religious Rank +1; OPTIONAL: increase Religious Rank and balance with appropriate disadvantage(s)

Resistance Fighter/Rebel/Terrorist: The character has been fighting to drive conquerors away from his world or nation (or rebelling against a government he perceives as illegitimate). He has learned many military and paramilitary skills, but he is watched by or wanted by the authorities for what they call crimes against the state.

Any Military Skill (choose Specialization) 1 (2), Command (choose Specialization) 1 (2), Energy Weapon (choose Specialization) 1 (2), First Aid (choose Specialization) 1 (2), Contact +1, Shady Background –3 (suspected of involvement in major criminal activities; to create a resistance fighter whom the authorities do not suspect of being in the resistance, substitute Dark Secret –3)

Security/Law Enforcement: The character served in the security force of some planet, space station, or similar place, helping to enforce the law and maintain order.

Energy Weapon (choose Specialization) 1 (2), Security (choose two Specializations) 1 (2) and (2), Streetwise (choose Specialization) 1 (2)

Shopkeeper: The character maintained a shop or store on a planet or space station. He may have simply bought and sold goods produced by others, or sold the fruits of his own labor as a jeweler, tailor or similar craftsman.

Bargain (choose Specialization) 1 (2), Craft (choose Specialization) OR Law (Commercial Law) 1 (2), Merchant (choose Specialization) 1 (2), Wealth +1

Trader: The character was an itinerant merchant, traveling the galactic trade routes trying to obtain the best prices for his goods.

Bargain (choose Specialization) 1 (2), Merchant (choose two Specializations) 1 (2) and (2), Shipboard Systems (choose Specialization) 1 (2)

Skills

Command
Espionage
Heavy Weapons
Planetary Tactics
Psionic Skills, Any (if applicable)
Security
Shipboard Systems
Starship Tactics
Strategic Operations

Attributes and Edges

Perception
Willpower

Advanced Character Creation

The standard character creation rules enable you to create virtually any type of *Star Trek: Deep Space Nine Roleplaying Game* character. When you become more comfortable with the rules, or if you are an experienced roleplayer, you may choose to skip the basic stages of character creation in favor of taking a certain number of Development Points (the number depends upon how effective and capable you want starting characters to be) and spend them on character traits.

For starting characters, allocate 105 points among the attributes, edges, skills, advantages, and disadvantages you desire for your character. Do not take a Template or Overlay, or use the Background History stages (except perhaps as guidelines or suggestions); you have to buy everything from scratch. You get a character with one career. Just make sure to outline when the various advancements or changes in the character's life take place.

Advantages

Alertness (+2)
Commendation (+1 to +3)
Department Head (+1 to +4)
Innovative (+1)
Political Rank (+2 to +6)
Promotion (+0 to +6)
Religious Rank (+0 to +5)
Wealth (+1 to +6)

Disadvantages

Bloodlust (almost always tied to Vengeful) (–2)
Chronic Pain (–2)
Low Pain Threshold (–2)
Medical Problem (–1 to –3)
Physically Impaired (–1 to –2)
Poor Chemoreception (–1)
Poor Hearing (–1)
Poor Sight (–2)
Slow Healing (–2)
Weakness (–2)

STEP FOUR: FINISHING TOUCHES

Now, you have a well developed character, complete with attributes, skills, advantages, disadvantages, and a fairly detailed background. Calculate the few finishing touches needed prior to entering play: your character's starting Courage, Renown, and Wound Levels.

Courage Points

Each character receives 3 Courage Points (some species receive more, as indicated in their Templates). They can spend Courage to earn automatic successes, allowing them to perform heroic feats in times of stress. For rules regarding the use and recovery of Courage Points, see pages 105-107. Record your Courage Points on your character sheet.

Renown

Renown measures your character's fame or reputation. The higher his Renown, the more people have heard of him or his exploits. For example, a character with a low Renown might only be known to people on his space station, while one with a high Renown has made a name for himself throughout a particular society, or even all of known space.

In addition to representing general fame or notoriety, Renown breaks out into five Aspects: Initiative, Aggression, Skill, Discipline, and Openness. Characters gain Renown in those individual Aspects; the total of those Aspects is the character's overall Renown.

Starting characters begin play with 1 Renown, in any Aspect of the player's choosing.

Aspect Renown can be positive or negative. A character with a –5 Skill Renown is known for his incompetence; a character with a +5 Skill Renown is just as widely known for his ability. When calculating a character's total Renown for any reason (such as Renown Tests; see the "Tactical" chapter, page 101), only the degree of Renown is considered, not whether it is positive or negative.

Renown Aspects

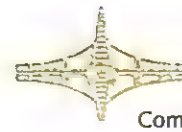
Initiative: Initiative covers risk-taking, experimentalism, boldness, and willingness to disobey orders. Characters with high Initiative Renown are seen as mavericks or daredevils. Captain Benjamin Sisko has a high Initiative Renown; he is well known for his willingness to take risks (and succeed at them). Characters with negative Initiative Renown are seen as predictable, hidebound, and cautious (or, more favorably, as dependable).

Aggression: Aggression covers the willingness to resort to violence or the threat of violence to solve a problem. Characters with high Aggression Renown are perceived as hotheads or warmongers. Negative Aggression Renown conveys a sense of pacifism (which peoples such as the Klingons and Cardassians regard as weakness).

Skill: Skill covers personal skill, ability, competence, resourcefulness, and similar merits. "Hands-on" engineers like Chief O'Brien, or brilliant tacticians like Sisko, possess a high Skill Renown. It is not necessary to be supremely accomplished to possess Renown for personal skill; a consistently lucky character or active fraud might also earn a high Skill Renown.

Discipline: Discipline covers the character's conformity to and consideration for the larger group, and for its rules and restrictions. Repeatedly violating orders for selfish personal gain is usually perceived as negative Discipline, although if such violation results in a success for others or for the group, negative Discipline can be tied to positive Initiative.

Openness: Openness is the willingness to consider the views of others, to invite external input, and to be tolerant of foreign influence. Negative Openness Renown connotes xenophobia, chauvinism, or cultural conservatism (such as that of some Bajoran religious factions or leaders, like Kai Winn).



Wound Levels

Every character can resist a number of points of damage equal to his Fitness + Vitality. This is called the character's Resistance. Additionally, every character has seven Wound Levels to describe the effects of damage (usually accumulated as a result of combat). At each level, a character possesses a number of Wound Points equal to his Fitness + Vitality. Calculate your Wound Points and write them on your character sheet in the space provided. For more information about suffering damage, wound levels, and wound points, see the Combat section of the "Tactical" chapter, pages 110-117.

SECURITY OFFICER ARNEL LANTIS

Arnel Lantis is almost ready to begin play. All Steve has left to do is calculate Courage Points, Renown, and Wound Levels.

Arnel has 5 Courage Points—the 3 which all characters receive, +2 for being Bajoran. He receives one point of Renown in any aspect. Steve puts a point into Skill; Arnel begins to get a reputation for following orders and staying at his post in dangerous situations. Finally, Steve calculates Arnel's Resistance and Wound Levels. With Fitness 2, Arnel has a Resistance of 2, and 2 wound points per Wound Level.

Presented below is Steve's finished character sheet for Arnel Lantis, Security Officer:

Attributes

Fitness 2
Coordination 2
Dexterity +1
Intellect 2
Presence 2
  Willpower +1
Psi 0

Skills

Athletics (Running) 2 (3)
  Climbing (3)
Command (Combat Leadership) 1 (2)
Computer (Data Alteration/Hacking) 1 (2)
Culture (Bajoran) 2 (3)
Demolitions (Booby Traps) 1 (2)
Dodge 1
Energy Weapon (Phaser) 3 (5)
First Aid (Wound/Combat Trauma) 1 (2)
History (Bajoran) 1 (2)
  Federation (2)
Language
  Bajoran 2
  Federation Standard 1
Law (Bajoran) 1 (2)
Personal Equipment (Personal Communicator) 1 (2)
Physical Sciences (Chemistry) 1 (2)
Planetary Tactics (Guerrilla Warfare) 1 (2)
Planetside Survival (Bajor) 1 (2)
  Mountains (2)
Security (Security Systems) 2 (3)
Shipboard Systems (Tactical) 2 (3)
Systems Engineering (Security) 1 (2)
Unarmed Combat (Boxing) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Bajor) 1 (2)

Advantages/Disadvantages

Contact +1 (Kenros Veld, Member of Bajoran Provisional Government)
Contact +1 (to be defined by Narrator)
Dark Secret –3 (has shown mercy toward Cardassians in the past)
Species Enemy (Cardassians) -4

Courage: 5

Renown: 1

Aggression: 0	Discipline: 0	
Initiative: 0	Openness: 0	Skill: 1

Traits

Devon Roi moved just in time to avoid the dagger the Flaxian assassin threw at him. It thunked into the crate he dived behind and quivered there. Devon drew his phaser and waited, back pressed against the crate, listening for the Flaxian. There was nothing but silence, not the slightest footfall.

That figures, *Devon thought.* Flaxian killers are good at their jobs. *He slowly made his way toward the rear of the cargo hold, trying to not breathe, not to do anything to give away his position. He knew better than to try negotiation; once a Flaxian took a contract, he never gave up until he fulfilled it. The strange thing was, a knife in the back wasn't their style. Their victims usually blew up in shuttlecraft disasters or dropped dead after a poisoned replicator meal. Why was this Flaxian being so obvious?*

Devon suddenly realized that the Flaxian was giving him a chance, a slim opportunity to escape, but why? Was he sympathetic to his cause in some way? His cover as a spy for the Bajoran Provisional Government had been blown a few hours ago. He'd been trying to find a way off the station ever since. The Flaxian must have been hired before that, though. When he took the job, he surely didn't know Devon was a spy for the Prophets' cause. Maybe he didn't want to get involved in this kind of political affair and was looking for a way out.

Devon paused and looked across the three meters of open space between him and the rear door of the bay. He made a break for it, and a dagger slammed into his left arm with a thunk. He lurched under the pain but made it out the door and hit the panel, shutting and locking it behind him. He leaned against the wall and gritted his teeth, slowly pulling the knife from his bicep. It didn't seem like the weapon was poisoned;, another oversight on the Flaxian's part? Either that or Devon was right: The Flaxian was giving him a chance.

Great, *Devon thought.* Now all I have to do is find a runabout, get a dermal regenerator for this wound, make it back to Bajor, and figure out who's hiring assassins to kill me...

The Measure of a Character

The *Star Trek: Deep Space Nine Roleplaying Game* measures characters by their Traits. Traits indicate what the character can and cannot do—lift a heavy cargo container, plot a course to Cardassia, or dodge the blade of a Flaxian assassin. They provide rules which allow you to quantify your character's strengths and weaknesses, and to determine whether a character's particular action succeeds.

Characters acquire Traits—attributes, edges, skills, advantages, and disadvantages—during character creation from their Template, Overlay and Background History. Of course, the numbers only tell part of the story; you truly breathe life into your character through roleplaying and characterization, not with numbers.

Attributes and Edges

Attributes, which derive from the Templates, represent the basic building blocks of a character—how strong, intelligent, and agile he is. Attribute scores normally range from 1 to 5, though some species can exceed 5. There are five attributes:

Fitness: Fitness represents a character's physical prowess—how much he can lift (see Athletics (Lifting), page 75), the amount of damage he can withstand before becoming unconscious or dying, and overall athletic ability.

Coordination: Coordination represents a character's agility, dexterity, and motor skills. It determines his ability to shoot or fight accurately, dodge attacks, move stealthfully, and so forth.

Intellect: Intellect represents a character's intelligence, deductive reasoning capability, technical acumen, and perceptiveness. This affects his ability to operate computers, provide medical assistance, notice clues, and perform similar tasks.

Presence: Presence represents a character's personal appeal, magnetism, and general impressiveness. A born leader or naturally friendly person will have a higher Presence than someone who deals with others poorly. Presence governs the ability to negotiate with alien diplomats, bully or interrogate a subject for information, or charm someone into doing a favor.

Psi: Psi represents a character's ability to use mental powers—telepathy, empathy, telekinesis, and other abilities represented by Psionic Skills (see page 81). Most characters have Psi 0, which means they have no innate psionic abilities. Characters with Psi 0 cannot acquire Psionic Skills or alter their Psi edges during character creation; however, with the Narrator's permission they can spend Experience Points on Psi, Psi edges, and Psionic Skills to develop whatever latent psionic powers they have.

Edges

Each attribute has two aspects called *edges*. Edges represent certain variations from one character to the next, thus helping to individualize characters. For example, two characters might both have Fitness 2, but one's stronger than the other. That character has a positive Strength edge, which distinguishes him from the other character even though they have the exact same Fitness.

Edges are expressed as "+" or "–" values ranging from +2 to –2. Positive edges represent a bonus, and negative edges a penalty, to the number of dice rolled when making Tests related to the edge. For example, a character with Strength +1 rolls one extra die when making a Test to lift something; one with Willpower –1 rolls one fewer die when trying to persuade someone else to do something. However, a Strength edge wouldn't apply to Tests not involving brute force, such as moving stealthfully, nor a Willpower edge to Tests not requiring strength of will. (For more about Tests, see the "Tactical" chapter, page 102.)

Fitness Edges

- **Strength:** Strength represents a character's ability to exert physical force, whether by lifting heavy objects, striking hard blows in combat, or similar actions.
- **Vitality:** Vitality represents a character's general resilience and health. It affects his ability to withstand injury, fatigue, disease, poisons, and the like.

Coordination Edges

- **Dexterity:** Dexterity represents a character's ability to move with agility and grace. It modifies Coordination Tests relating to activities like jumping, gymnastics, moving stealthily, and making accurate attacks.
- **Reaction:** Reaction represents a character's reflexes—his ability to respond to sudden changes in the immediate situation. For example, it modifies such actions as dodging enemy disruptor fire and parrying melee attacks and so on. Most importantly, it affects a character's ability to act first in combat.

Intellect Edges

- **Logic:** Logic represents a character's ability to solve problems, engage in deductive reasoning, and generally apply logical thinking to situations.
- **Perception:** Perception represents a character's powers of observation—his ability to notice events and items in his environment. It affects Search Tests and other Tests relating to perceiving things.

Presence Edges

- **Empathy:** Empathy represents a character's ability to empathize and sympathize with persons he interacts with or meets, and to determine their emotional states.
- **Willpower:** Willpower represents a character's willpower. This includes his capacity for resisting pain, illnes,s or mental manipulation.

Psi Edges

- **Focus:** Focus represents a character's ability to use his psionic powers with precision and skill.
- **Range:** Range represents a character's ability to use his psionic powers effectively over a distance.

Skills

Skills represent the abilities, aptitudes, and knowledge which a character has learned or acquired during his lifetime. Like attributes, skill levels range from 1 to 5; in rare circumstances, they can rise above 5. The higher the skill level, the more proficient the character is with the skill—a Klingon with Primitive Weaponry (*Bat'leth*) 2 (3) is better at *bat'leth* fighting than one with Primitive Weaponry (*Bat'leth*) 1 (2).

Skills and Attributes

Every skill links to an attribute, which is listed in the skill's description. This attribute dictates how many dice the player rolls when making Tests with that skill (see the "Tactical" chapter, page 104). During the course of play, most Tests should incorporate skills as well as attributes.

The skills in the *Star Trek: Deep Space Nine Roleplaying Game* are both broad and flexible. Each one can apply to a wide variety of situations. Sometimes more than one skill seems applicable to a given problem or circumstance. This is perfectly natural; characters can perform many tasks in more than one way. The Narrator should decide which skill is most applicable to the problem, then increase the Difficulty for Tests made using other skills. The less related the skill, the greater the increase in the Difficulty.

Untrained Skill Use

Characters can use some skills, albeit poorly, without formal training. This is referred to as "using a skill untrained." Those skills in the Skills Table marked with an icon (◗) cannot be used untrained. In other words, a character must have at least 1 level in the skill to use it. Characters can use all other skills without formal training. (See the "Tactical" chapter for more information on untrained skill use.)

Ensign Bartlett needs to fire the station's torpedo launchers at a Dominion ship. The appropriate skill is Shipboard Systems (Tactical). Unfortunately, Bartlett doesn't know that skill, and it cannot be used untrained. However, he does know Systems Engineering (Weapons Systems), so his player asks if Bartlett can use that skill to fire the torps. The Narrator rules that Bartlett can use Systems Engineering (Weapons Systems) to fire the weapon. Since that skill only partly relates to Shipboard Systems (Tactical) in this situation, the Difficulty Number increases by 2—the Moderate (7) Shipboard Systems (Tactical) Test to shoot the Jem'Hadar ship now becomes a Challenging (9) Systems Engineering (Weapons Systems) Test.

Skills For Starfleet Characters

If your *Star Trek: Deep Space Nine Roleplaying Game* series features Starfleet characters, be aware that not all skills are appropriate for them. On the Skills Table, this icon (❖) denotes skills which Starfleet characters ordinarily should not learn. Players who want to play a Starfleet character must devise an interesting explanation or background story which explains how they learned such skills and why having them has not interfered with their Starfleet careers.

Specialization

Many skills require *specialization*. These skills are too broad and detailed for a character to know *everything* about them, so he has to focus on a particular area of expertise by taking a Specialization.

You should write Specializations in parentheses after the base level of the skill, such as Shipboard Systems (Tactical) 2 (3). This means the character has the Shipboard Systems skill at level 2, but can use Tactical systems at level 3.

When a character learns a skill requiring a Specialization, he automatically receives the first Specialization "for free," without having to pay Development Points for it. He gains the Specialization at one level higher than his base Skill. Additional Specializations after the first cost 1 Development Point each, and are also gained at one level higher than the base skill. For example, a character who buys Shipboard Systems 2 automatically acquires a Specialization (say, Flight Control) at level 3. For 1 Development Point, he can buy a second Specialization (such as Tactical) and also gets it at level 3. A character may use Development Points or Experience Points to increase a Specialization's level without also increasing the base skill, so that he might have, for example, Shipboard Systems (Tactical) 2 (5).

When making a Test involving his Specialization (such as using Shipboard Systems (Flight Control) 2 (3) to pilot a starship), a character adds the number indicated by his Specialization, not his base Skill, to the highest die rolled. For example, when Verok, a Cardassian, makes a Test to pilot his ship using his Shipboard Systems (Flight Control) 2 (3), he rolls his Intellect dice and adds 3 (not 2) to the highest die result.

However, being a specialist in a particular subject doesn't mean a character knows nothing about related subjects. A character with a skill always knows the basics of the subject addressed by that skill, regardless of his Specialization(s). He can use his base skill to perform other tasks for which that skill is suited. For example, Verok can do any sort of Shipboard Systems task, such as working with Sensors or Environmental Systems, at his base level of 2, even though he hasn't taken those particular Specializations. He's not as good at them as he is at making Shipboard Systems (Flight Control) Tests—piloting is his specialty, after all—but he's still quite capable in those areas.

The Specializations described with each skill are just a few common examples, not an exclusive list. If a player thinks up

Skill List

Skills which characters cannot use untrained are marked with this icon (◗); skills which are generally inappropriate for Starfleet characters are marked with this icon (❖).

Command

Administration (Intellect)

Bureaucratic Manipulation, Logistics, Specific Planetary Government, Space Station Administration

❖◗ **Behavior Modification (Intellect)**

Brainwashing, Hypnotism, Resistance

Command (Presence)

Combat Leadership, Military Training, Starship Command

Diplomacy (Presence)

Commercial Treaties, Federation Law, Intergalactic Affairs, Intergalactic Law, Negotiation, Specific Planetary Affairs (Earth, Vulcan, and so forth)

◗ **Espionage (Intellect)**

Counterintelligence, Covert Communications, Cryptography, Forgery, Species-specific Intelligence Techniques, Traffic Analysis

Persuasion (Presence)

Debate, Oratory, Storytelling

Planetary Tactics (Intellect)

Guerrilla Warfare, Mechanized Ground Combat, Sea Combat, Small-Unit Tactics

◗ **Starship Tactics (Intellect)**

Planetary Support Tactics, Specific Tactics (Federation, Klingon, Romulan)

◗ **Strategic Operations (Intellect)**

Defense In Depth, Invasion Strategies, Neutral Zone Strategies, Species-specific Strategies (Cardassian, Dominion, Federation), Specific Strategies (Core, Frontier, Sector)

Operations

◗ **Computer (Intellect)**

Computer Simulation/Modeling, Data Alteration/Hacking, Programming, Research, Specific Government's or Species' Computers (Federation, Romulan, Dominion)

◗ **Demolitions (Intellect)**

Bomb Disposal, Booby Traps, Land Mines, Nuclear Demolitions, Primitive Demolitions, Shipboard Demolitions

Energy Weapon (Coordination)

Disruptor, Disruptor Rifle, Phaser, Phaser Rifle

◗ **Engineering, Material (Intellect)**

Aeronautical/Aerodynamic, Civil, Mechanical, Metallurgical, Personal Equipment, Structural/Spaceframe, Vehicular

◗ **Engineering, Propulsion (Intellect)**

Fusion, Impulse, Ion, Rocketry, Shuttlecraft Propulsion Systems, Warp Drive

◗ **Engineering, Systems (Intellect)**

Cloaking Device, Communications Systems, Computer Systems, Diagnostics, Environmental Systems, Sensor Systems, Transporter/Replication Systems, Weapons Systems

First Aid (Intellect)

Chemical-biological First Aid, Species-specific First Aid, Wound/Combat Trauma

◗ **Heavy Weapons (Intellect)**

Specific Weapon Type

◗ **Personal Equipment (Intellect)**

Communicator, Environmental Suit, Medical Tricorder, Tricorder, Universal Translator

Planetside Survival (Intellect)

Arctic, Desert, Forest, Jungle, Mountain, Ocean, Specific World, Urban

◗ **Projectile Weapon (Coordination)**

Gunpowder Pistol, Gunpowder Rifle, Submachine Gun, Needle Weapons, Gauss Weapons

◗ **Security (Intellect)**

Law Enforcement, Lockpicking, Security Systems, Security Procedures

◗ **Shipboard Systems (Intellect)**

Cloaking Device, Communications, Environmental Control, Flight Control, Mission Ops, Sensors, Tactical, Transporter

◗ **Unarmed Combat (Coordination)**

Boxing, Karate, *Mok'bara*, Starfleet Martial Arts, Vulcan Nerve Pinch, Wrestling

◗ **Vehicle Operation (Intellect)**

Atmospheric Craft, Close Orbital Craft, Ground Vehicles, Shuttlecraft

Sciences

◗ **Life Sciences (Intellect)**

Agronomy, Bioengineering, Biology, Bionics, Biotechnology, Botany, Ecology, Exobiology, Genetics, Microbiology, Paleontology, Zoology

◗ **Medical Sciences (Intellect)**

Exoanatomy, Forensic Pathology, General Medicine, Pathology, Psychology, Specific Species Medicine (Vulcan, Klingon, and so forth), Surgical Specializations, Toxicology

◗ **Physical Sciences (Intellect)**

Chemistry, Computer Science, Mathematics, Physics

◗ **Planetary Sciences (Intellect)**

Climatology, Geology, Hydrology, Mineralogy, Oceanography, Planetology, Volcanology

◗ **Social Sciences (Intellect)**

Anthropology, Archaeology, Economics, Geography, Paleoanthropology, Political Science, Sociology

◗ **Space Sciences (Intellect)**

Astrogation, Astronomy, Astrophysics, Stellar Cartography, Subspace Field Dynamics, Thermodynamics, Warp Field Theory

World Knowledge (Intellect)

Specific Planet

Other

Acrobatics (Coordination)

Balance Walking, Floor Exercises, Gymnastics, Parallel Bars, Rings, Rope Swinging

Animal Handling (Presence)

Specific Animal

◗ **Artistic Expression (Intellect)**

Acting, Cooking, Dance, Drawing, Klingon Opera, Painting, Poetry, Specific Musical Instrument

Athletics (Fitness)

Climbing, Jumping, Lifting, Specific Sport/Game, Running

Bargain (Presence)

Specific Product (*e.g.*, Artwork, Dilithium Crystals, Weapons), Bribery, Marketplace Haggling

Charm (Presence)

Influence, Seduction

Concealment (Intellect)

Conceal Weapon, Cache Supplies, Conceal Smuggled Objects

◗ **Craft (varies)**

Chef, Jeweler, Potter, Tailor

Culture (Intellect)

Specific Culture

Disguise (Presence)

Specific Species

Dodge (Coordination)

Fast Talk (Intellect)

Gaming (Intellect)

Specific Game

History (Intellect)

Specific Organization, Specific Planet, Specific Species

❖ **Intimidation (Presence)**

Bluster, Cross-examination, Interrogation, Resistance, Torture

◗ **Knowledge (Intellect)**

(each Knowledge is a separate Skill)

◗ **Language (Intellect)**

(each Language is a separate Skill)

◗ **Law (Intellect)**

Federation Law, Specific Planetary/Government Laws, Starfleet Regulations

Merchant (Intellect)

Specific Business Type, Specific Market, Specific Product

Primitive Weaponry (Coordination)

Bat'leth, *Chaka*, *D'k tahg*, *Kar'takin*, *Lirpa*, Longbow, *Mek'leth*, Rapier, Sword

Search (Intellect)

◗ **Sleight of Hand (Coordination)**

Magic Tricks, Pick Pocket

Stealth (Coordination)

Hide, Stealthy Movement

❖ **Streetwise (Intellect)**

Locate Contraband, Orion Syndicate, Underworld of Specific Planet or Species

Theology (Intellect)

Specific Religion or Faith

Psionic

◗ **Mind Control (Psi)**

◗ **Mind Meld (Psi)**

Mind Shield (Psi)

◗ **Projective Empathy (Psi)**

◗ **Projective Telepathy (Psi)**

◗ **Receptive Empathy (Psi)**

◗ **Receptive Telepathy (Psi)**

another Specialization for some skill, his character should be allowed to learn that Specialization, subject to Narrator approval.

Skill Descriptions

Command Skills

Administration (Intellect)

Administration represents a character's ability to work in and with bureaucratic systems, knowledge of bureaucratic procedures and how to manipulate them, skill at managing datawork, organizational abilities, and ability to work in and with hierarchies and organizations. From a military standpoint, it also includes logistics (organizing the supply and deployment of personnel and materiel to accomplish some objective) and premission planning (obtaining the correct equipment, putting the most qualified people on a particular mission, making sure that characters who work well together receive the same assignments, and the like).

In game terms, a successful use of Administration can improve the efficiency of groups of characters working on the same task. When a character with Administration "takes the lead" during certain Combined or Extended Tests, the Narrator may have him make an Administration Test. If he succeeds, the Narrator lowers the target cumulative Test Result by an amount equal to the character's Administration skill level or Specialization (or twice that for a Dramatic Success); alternatively, he may decrease the Difficulty of the Test(s) needed to perform the task by 1 (or 2 for a Dramatic Success). Failure means no bonus; a Dramatic Failure usually results in an increased Difficulty Number or cumulative Test Result.

Routine: Managing a disciplined group of professionals (*i.e.*, a Starfleet crew, a hospital staff) under noncrisis conditions
Moderate: Planning an Away Team mission to a known planet
Challenging: Planning an Away Team mission to a strange planet; managing a disciplined, professional group under crisis conditions
Difficult: Running a planetary government
Nearly Impossible: Planning an interstellar economy
Specializations: Bureaucratic Manipulation, Logistics, Specific Planetary Government, Space Station Administration

Behavior Modification (Intellect)

Behavior Modification represents a character's ability to change the behavior of other persons, sometimes against their will. To use it, a character must make an Opposed Test pitting his Behavior Modification skill against the unwilling target's Behavior Modification skill (or, if the target lacks Behavior Modification, an Intellect or Presence Test [whichever is higher] modified by Perception or Willpower). If ordered to take actions to which he is violently opposed or which are against his very nature (such as a character who's ordered to violate his Code of Honor, or a character with Pacifism ordered to do something violent), a target may get to roll additional dice to resist.

If your series features Starfleet officer characters, they may only take the Resistance Specialization of this skill. Modifying the behavior of others against their will goes against some of the Federation's most sacred principles.

Routine: Generally, there is no routine use of Behavior Modification
Moderate: Hypnotizing a willing subject
Challenging: Brainwashing an untrained draftee
Difficult: Hypnotizing an unwilling, but untrained, subject
Nearly Impossible: Brainwashing an elite subject
Specializations: Brainwashing, Hypnotism, Resistance

Command (Presence)

Command represents a character's leadership abilities and skill at convincing others (especially underlings or subordinates) to follow orders. It's particularly useful when a character needs to take control of things during a crisis or emergency and get other people to do what they're told for the good of all concerned. Of course, Command is not a form of mind control; the player should roleplay his character's actions and the Narrator can modify his Command Test, or determine how NPCs react, based upon how well he does. Naturally, Crew members should rarely, if ever, be allowed to use Command on other Crew members; such interaction should be roleplayed, not determined with dice.

Command allows a character to coordinate workers to perform a project more efficiently. For example, it could improve the performance of a group of engineers working to build (or repair) a starship, or the ability of a space station crew to learn and play an unfamiliar team sport (such as baseball). In game terms, this means making Combined or Extended Tests easier. The Narrator may have the character make a Command Test. If he succeeds, the Narrator lowers the target cumulative Test Result by an amount equal to the character's Command skill level or Specialization (or twice that for a Dramatic Success); alternatively, he may decrease the Difficulty of the Test(s) needed to perform the task by 1 (or 2 for a Dramatic Success). Failure means no bonus; a Dramatic Failure usually results in an increased Difficulty Number or cumulative Test Result.

Routine: Bajoran Militia officer leading Bajoran trainees
Moderate: Bajoran Militia commander leading trained Militia officers
Challenging: Bajoran Militia officer leading random civilians in a crisis
Difficult: Bajoran Militia officer leading allied but proud Klingon personnel
Nearly Impossible: Bajoran Militia officer leading enemy Cardassian or Romulan personnel
Specializations: Combat Leadership, Military Training, Starship Command

Diplomacy (Presence)

The Diplomacy skill reflects a character's ability to conduct (or assist with) negotiations between various bodies (such as governments or corporations). It also includes a knowledge and understanding of intergalactic law, politics, and alliances.

In game terms, a character can use Diplomacy to make others view his position more positively. He makes an Opposed Test pitting his Diplomacy against the other character's Diplomacy (or, if the target lacks this skill, his Presence+Willpower). If he succeeds, he has convinced the other character; the Narrator should reduce the Difficulty of all related Tests to persuade the target to do something or grant some concession. If he fails, the target remains unconvinced that the character's position is the correct one. In a more abstract sense, you can use an Opposed Diplomacy Test at a crucial point during an episode or scene to determine whether a negotiation succeeds or fails.

Although similar to Persuasion and Charm, Diplomacy also differs from them significantly. A character with Diplomacy knows how to negotiate with other characters to reach a mutual, equitable solution to some problem (typically this involves some concessions from both sides, of course). A character with Persuasion can convince others to agree with him through skillful, forceful arguments without making any concessions (many diplomats have this skill as well as Diplomacy). A character with Charm knows how to use personal charisma and emotional appeals to win friends and influence people.

Routine: Keeping an allied ambassador friendly
Moderate: Forming an alliance with a willing planet
Challenging: Negotiating a boundary with a new, but not unfriendly, species
Difficult: Negotiating a peace with an enemy species
Nearly Impossible: Building a long-lasting alliance with an enemy species
Specializations: Commercial Treaties, Federation Law, Intergalactic Affairs, Intergalactic Law, Negotiation, Specific Planetary (Earth, Vulcan, and so forth) Affairs

Espionage (Intellect)

Espionage reflects a character's skills as a spy—his knowledge of intelligence agencies, his "tradecraft" (techniques for conducting intelligence gathering operations, counterintelligence, and the like), his ability to make and break codes, and many other skills. It includes such disciplines as establishing and using covert communication systems, forging documents, and traffic analysis. A character with Espionage can also analyze data to separate vital facts from random data or enemy disinformation.

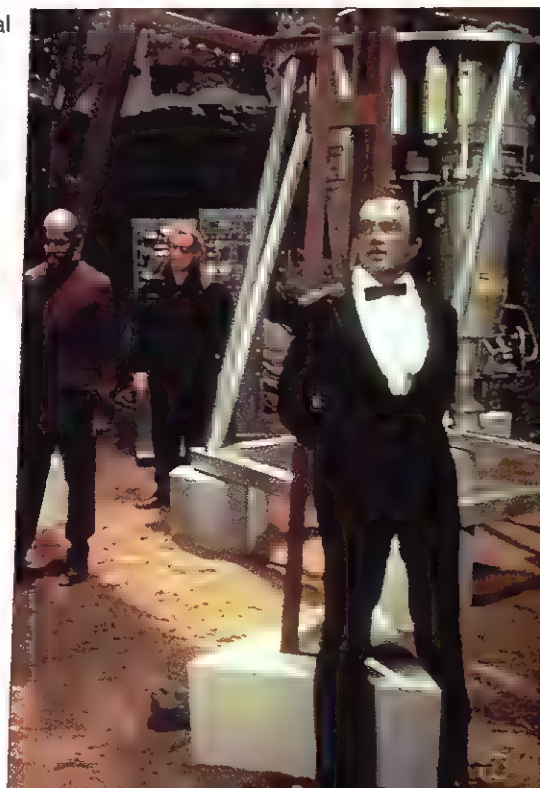
Routine: Using a computerized encryption/decryption system
Moderate: Identifying a foreign code or item of covert equipment
Challenging: Establishing a network of informants on a foreign planet
Difficult: Using traffic analysis to determine the course plots of the Obsidian Order fleet
Nearly Impossible: Turning a Romulan naval official into a double agent
Specializations: Counterintelligence, Covert Communications, Cryptography, Forgery, Species-specific Intelligence Techniques (Federation, Romulan, Cardassian, Dominion, and so forth), Traffic Analysis

Persuasion (Presence)

Persuasion reflects a character's skill at advancing plausible, reasonable arguments to influence others' behavior or beliefs. To use Persuasion, a character makes an Opposed Test pitting his Persuasion against the target's Persuasion (or, if he doesn't have this skill, his Intellect or Presence [modified by Willpower]). Whenever possible, players should roleplay attempts at Persuasion; the Narrator will modify the number of dice rolled for the Persuasion Test based on the quality of the roleplaying.

Persuasion relates to Charm and Fast Talk, but significant differences exist between them. Charm depends on establishing emotional connections between the character and his target which makes the character, and thus his opinions, seem more attractive. Persuasion involves some personal appeal, but mainly focuses on reasoned argument (a character can use Persuasion to influence a target negatively [against someone or something else] without establishing a positive view of himself). Fast Talk involves lying, deceit, and manipulation to influence behavior; Persuasion does not.

Routine: Persuading a friend, fellow crewman, or relative who has similar views
Moderate: Persuading a neutral target to a position supported by obvious or well documented facts
Challenging: Persuading a neutral target to a position the character does not actually believe in; persuading a hostile target to a position supported by obvious or well documented facts
Difficult: Persuading a hostile target to a position supported only by strong logic
Nearly Impossible: Persuading an irrational, hostile target during combat
Specializations: Debate, Oratory, Storytelling



Planetary Tactics (Intellect)

A character with Planetary Tactics can conduct tactical and strategic military operations on or in planetary surfaces or atmospheres. A commander who succeeds with a Planetary Tactics Test (possibly in an Opposed Test against an enemy commander) provides his forces with a –1 Difficulty modifier for all attack, defense, and movement actions for one round.

Routine: Defending a well supplied strongpoint against technologically inferior attackers
Moderate: Defeating an outnumbered force in a single battle
Challenging: Defeating an outnumbered army in a single campaign
Difficult: Defeating a superior force
Nearly Impossible: Defeating a superior force at odds greater than 10:1
Specializations: Guerrilla Warfare, Mechanized Ground Warfare, Sea Combat, Small-unit Tactics

Starship Tactics (Intellect)

Characters with Starship Tactics know how to conduct space combat between starships, other starships, and space stations, including the support of ground troops. This skill also plays several important game-related roles during starship combat, including determining which starship acts first (see the "Rules of Engagement" chapter).

Routine: Defeating a technologically backward ship in a straight firefight
Moderate: Defeating an outnumbered force in a straight firefight
Challenging: Defeating a superior force in a straight firefight
Difficult: Defeating a superior force while surprised
Nearly Impossible: Defeating a superior force at odds greater than 5:1
Specializations: Planetary Support Tactics, Species-specific Tactics (Federation, Romulan, Dominion)

Strategic Operations (Intellect)

Strategic Operations reflects a character's ability to wage large-scale interstellar warfare. This includes planning fleet operations, selecting targets, coordinating offensives, and so forth. In a more abstract sense, Narrators can have the commanders on both sides make Opposed Tests using Strategic Operations to determine the general outcome of a military conflict in a particular sector, region, theater, or other strategic zone.

Routine: Maintaining a patrol along the Cardassian border
Moderate: Defending against raids by an inferior enemy
Challenging: Defending against an in-depth attack by an equal enemy
Difficult: Mounting an in-depth attack against an equal enemy
Nearly Impossible: Successfully invading and conquering a superior enemy
Specializations: Defense in Depth, Invasion Strategies, Neutral Zone Strategies, Species-specific Strategies (Cardassian, Federation, Dominion). Specific Strategies (Core, Frontier, Sector)

Operations Skills

Computer (Intellect)

Computer represents a character's ability to use and program computers and similar information storage and retrieval devices. Of course, 24th-century computers are much easier to use than their 20th-century forebears; they can perform even highly complex tasks when given a simple verbal command ("Computer, scan the planet below for life signs."). Therefore, although most starship and space station duty stations also function as computer panels, characters don't have to make Computer Tests when performing routine duties or searches for information. Only when they attempt something more complicated (such as creating a new program or subroutine, researching a specific, obscure piece of information, or trying to phrase a complicated instruction correctly) should they have to make Computer Tests. If a character tries to work with an unfamiliar type of computer (such as a Human trying to use a Romulan computer without a Romulan Specialization for Computer), increase the Difficulty of a Test by one category—a Moderate Test becomes a Challenging Test (at the lowest level for a Challenging task, or 9).

Routine: Obtaining complex information from a computer
Moderate: Running a complex computer simulation; programming a holoprogram
Challenging: Retrieving classified or hidden data from a space station's computer
Difficult: Planting a secret computer program in a space station's computer system
Nearly Impossible: Analyzing all the code in a station's computer system to find a single logic error
Specializations: Computer Simulation/Modeling, Data Alteration/Hacking, Programming, Research, Specific Government's or Species' Computers (Federation, Romulan, Dominion)

Demolitions (Intellect)

A character with Demolitions knows how to work with explosives. He can make them, differentiate between various types, set them up for various purposes (ranging from sheer destruction to accomplishing specific effects, like collapsing a single building without damaging nearby structures), defuse bombs, and so forth.

In game terms, a character can use Demolitions to cause extra damage with explosives, or to achieve a specific effect (like blowing the door on a vault or setting a booby trap). At the Narrator's option, an explosive may do an extra one to two dice for every point by which the character succeeds at his Demolitions Test.

Antiquated or Unfamiliar Technology

Characters often find themselves working with strange equipment (such as Humans using the control panels on a Klingon ship) or, if they accidentally travel through time, with equipment so antiquated and obsolete that they don't know much about using it. As a rule of thumb, Tests with Computer, Engineering, Shipboard Systems, Personal Equipment, and other technology-oriented Skills increase by one category of Difficulty when a character works with unfamiliar or antiquated equipment, and two categories of Difficulty for exotic or obsolete equipment. These penalties do not apply if the character possesses an appropriate Specialization, such as Shipboard Systems (20th-century Radar Systems).

The Narrator determines just how antiquated or unusual a technological item seems to a particular character, taking into account his life experiences, Specializations, and so forth. As a general guideline, anything more than 100 years old typically qualifies as "obsolete."

Routine: Setting off standard modern demolitions
Moderate: Destroying a specific target; setting a bomb to activate when a vehicle starts; setting off primitive (*e.g.*, 20th century) demolitions
Challenging: Destroying an armored door; blowing open a bombproof container
Difficult: Defusing a complex or unfamiliar bomb or explosive
Nearly Impossible: Blowing a ship airlock without depressurizing the inner chambers
Specializations: Bomb Disposal, Booby Traps, Land Mines, Nuclear Demolitions, Primitive Demolitions (such as gunpowder, plastique, and thermite), Shipboard Demolitions

Energy Weapon (Coordination)

A character with this skill knows how to fire hand-held energy weapons such as phaser pistols or disruptor rifles. He specializes in a specific category of weapon, such as Phaser Rifle or Disruptor. In addition to shooting such weapons, the character can make minor modifications or repairs to them, such as adjusting a phaser's beam frequency. (Note: the Phaser and Phaser Rifle Specializations include Federation, Bajoran, and Cardassian phaser weapons.)

Routine: Firing at a target at Point Blank or Short range
Moderate: Firing at a target at Medium range; repairing a weapon out of combat
Challenging: Firing at a target at Long range
Difficult: Repairing a weapon in combat
Nearly Impossible: Repairing an overloading weapon in a few seconds during combat
Specializations: Disruptor, Disruptor Rifle, Phaser, Phaser Rifle

Engineering Skills

A character with one of the Engineering skills (Materials Engineering, Propulsion Engineering, and Systems Engineering, each with its own Specializations) knows how to build, modify, analyze, and repair the appropriate type of devices. Of course, many of these tasks, particularly building or creating devices, require the proper tools and materials.

Engineering skills also allow characters to make conjectures within the subject covered by the skill. For example, radiation in a region of space may start to cause a ship's hull to disintegrate. An engineer with Materials Engineering could make a Test to theorize that the harmonics of the radiation are affecting the duranium in the hull, such that a minor modification in the ship's shield frequency could prevent the damage. However, he couldn't conjecture about the radiation's effect on the warp drive unless he also knew Propulsion Engineering.

Routine: Maintenance of well designed equipment (such as Starfleet equipment)
Moderate: Repair of moderate damage with and to familiar equipment
Challenging: Jury-rigging an item or repair from related parts
Difficult: Significantly improving the design of a standard piece of equipment
Nearly Impossible: Creating a space-time transponder using stone knives and bearskins

Material Engineering (Intellect)

Material Engineering covers the manipulation and alteration of physical and material objects, such as starship hulls, buildings, and the components of many pieces of technology.

Sample Specializations:

Structural/Spaceframe Engineering: This Specialization covers the design and construction of starships and space stations, including issues pertaining to ship/station design, orbital construction, and hull materials.
Other Specializations: Aeronautical/Aerodynamic, Civil, Mechanical, Metallurgical, Personal Equipment, Vehicular

Propulsion Engineering (Intellect)

Propulsion Engineering represents a characters skill with designing, modifying, constructing and repairing ships' propulsion systems, such as action/reaction drives, impulse and other sublight drives, and antimatter warp drives.

Sample Specializations:

Warp Drive Engineering: This Specialization covers all aspects of warp drive propulsion, from warp field theory to the various components of the warp engine (bussard collectors, warp coils, and so forth).
Other Specializations: Fusion, Impulse, Ion, Rocketry, Shuttlecraft Propulsion Systems

Systems Engineering (Intellect)

Perhaps the broadest of the engineering skills, Systems Engineering covers the creation, modification, and repair of the myriad types of computer/electronic and related systems that exist in the 24th century. Many of these systems operate at the meeting point of matter, energy, and information. Space station and starship personnel whose jobs require them to use such equipment generally have at least some expertise in this subject so that they can maintain and repair their duty stations if necessary.

Sample Specializations:

Computer Systems: The character possesses extensive knowledge of modern computer system construction. This includes the use and maintenance of the ODN (optical data network) which forms the "nervous system" of any space station or starship.
Transporter/Replication Systems: The character knows how to build and repair transporters and their components and subsystems; he's also versed in matter/energy conversion theory.
Other Specializations: Cloaking Device, Communications Systems, Environmental Systems, Diagnostics, Sensor Systems, Weapon Systems

First Aid (Intellect)

A character with First Aid can perform emergency medical procedures, such as stabilizing a wounded character's injuries or setting a broken bone. Typically, characters are trained to perform first aid on their own species; a few learn how to apply such procedures to a species other than their own. The Narrator should increase the Difficulty by one category whenever a character tries to use First Aid on a character belonging to a species he has not specialized in treating (for example, a Moderate task becomes Challenging). For more information, see "Damage and Healing" on page 117.

Routine: Halting minor bleeding or mitigating shock
Moderate: Administering CPR
Challenging: Stopping arterial bleeding; setting a broken bone
Difficult: Performing minor surgery
Nearly Impossible: Stopping major internal bleeding, performing major surgery
Specializations: Chemical-biological First Aid, Species-specific First Aid (Andorian, Human, Klingon, Romulan/Vulcan, and so forth), Wound/Combat Trauma

Heavy Weapons (Intellect)

A character with this skill can use military-grade weapons like phaser cannons or plasma mortars. He knows how to plot target coordinates, use the weapon's controls and setting features, and fire the weapon. A character cannot use this skill to operate a space station's or starship's emplaced weapons (such as photon torpedo launchers); that requires Shipboard Systems (Tactical) or (Weapons Systems).

Routine: Firing a weapon at a preset target
Moderate: Indirect fire using grid coordinates
Challenging: Laying down covering or opportunity fire on moving targets
Difficult: Targeting and firing at Long range
Nearly Impossible: Targeting and firing at extreme range or in conditions where no visibility exists
Specializations: Specific Weapon Type (Phaser Artillery, Plasma Mortar, and so on)

Personal Equipment (Intellect)

In the 24th century, humanoid species use many different items of personal equipment to make their jobs and lives easier. Examples include communicators, environmental suits, and tricorders. This skill represents a character's ability to use such devices, many of which have dozens or hundreds of potential features and applications. It also allows characters to make minor modifications and "field" repairs to this sort of equipment.

Characters cannot use some applications of personal equipment untrained; for example, tricorders and environmental suits are generally too complex for characters to just pick them up, turn them on, and get the full effect from them. However, they can often use simpler items, such as communicators, untrained; the same applies to some complex items used for very simple tasks.

Routine: Communicating with a ship
Moderate: Communicating with a ship through mild interference
Challenging: Communicating with a ship through strong interference
Difficult: Communicating with a ship through extremely strong interference
Nearly Impossible: Making field repairs to a damaged environmental suit in combat with inadequate tools or materials
Specializations: Communicator, Environmental Suit, Medical Tricorder, Tricorder, Universal translator (characters may limit any of these by species [*e.g.*, Cardassian Tricorders] but do not have to do so)

Planetside Survival (Intellect)

A character with Planetside Survival can survive in a hostile environment. He knows how to find water and food, how

to find (or create) shelter, which items are edible and inedible, which herbs and plants have medicinal qualities, the dangers posed by the environment and how to avoid them, and so forth. He can build simple shelters, traps to catch small game animals, primitive tools, and like objects.

Routine: Determining whether a particular plant is safe to eat
Moderate: Finding water or edible food in a temperate environment
Challenging: Finding edible food in a desert environment
Difficult: Finding water in a desert environment
Nearly Impossible: Finding edible food in an arctic environment
Specializations: Arctic, Desert, Forest, Jungle, Mountain, Ocean, Specific World (*e.g.*, Bajor, Cardassia Prime, Qo'noS, Vulcan), Urban

Projectile Weapon (Coordination)

A character with this skill knows how to use archaic gunpowder or electric projectile weapons, such as pistols and rifles from industrial-era Earth, or gauss weapons which use electricity and magnetism to hurl metal missiles at tremendous speeds. He can fire such weapons, make minor modifications or repairs to them (such as field stripping a rifle, clearing a jammed machine gun, or correcting the alignment on a gauss rifle), and sometimes even build them from scratch.

Routine: Firing at a target at Point Blank or Short range
Moderate: Firing at a target at Medium range; repairing a weapon out of combat
Challenging: Firing at a target at Long range
Difficult: Repairing a weapon in combat
Nearly Impossible: Firing at a target at extremely long range with no visibility
Specializations: Gunpowder Pistol, Gunpowder Rifle, Submachine Gun, Needle Weapons, Gauss Weapons

Security (Intellect)

A character with this skill knows how to implement, use, and if necessary avoid or bypass security measures, procedures, and technology (thus making it popular with security officers and criminals alike). He knows about local criminal laws and law enforcement methods, various types of security techniques and procedures, and the like. He knows about and can build, install, and disable various types of locks, alarms, security systems, and security lock-out codes.

Routine: Standing guard; finding a relevant criminal law in a legal database
Moderate: Disarming or penetrating a simple security system; picking a simple mechanical lock
Challenging: Disarming or penetrating a complex security system; picking a complex mechanical lock
Difficult: Disarming or penetrating a very complex security system; "picking" an electronic lock
Nearly Impossible: Disarming or penetrating a devilishly complex security system set up by a paranoid recluse
Specializations: Law Enforcement, Lockpicking, Security Systems, Security Procedures

Shipboard Systems (Intellect)

A character with Shipboard Systems knows how to operate specific systems on a space station or starship, such as flight control, sensors, tactical systems, or transporters. Since all control panels designed by a given organization or species (or even from species to species) share certain similarities, characters can use the Specialization rules to operate systems other than those they possess expertise in—for example, a security officer might switch from the Tactical station to Transporters if the situation demanded it. The difference is that while anyone with standard training in Shipboard Systems can at least operate the transporters, a transporter specialist can more easily perform specialized tasks, such as storing a pattern in the pattern buffer or beaming through ionic interference.

Routine: Firing phasers at a drone; plotting a course for Earth
Moderate: Firing at a moving target; following a plasma trail
Challenging: Firing at a ship taking evasive maneuvers; navigating an asteroid field
Difficult: Targeting a specific location on a ship; navigating through a nebula
Nearly Impossible: Using the phasers to carve an asteroid; escaping a black hole

Sample Specializations:

Communications: The character can operate communication devices, filter out static and noise, and enhance weak signals. Complications such as interference, static, and the like may increase the Difficulty of Shipboard Systems (Communications) Tests above their usual Routine or Moderate. Most station personnel or crewmen can perform such simple tasks as answering a hail or opening a channel without possessing this Specialization.
Flight Control: A character with this Specialization knows how to pilot starships (obviously it's of little use to personnel confined to a space station at all times). He can plot a course through space, determine a ship's heading, and control a ship's speed and maneuvering. Typically, piloting a ship doesn't require a Test; only when difficulties arise (such as starship combat, having to navigate through an asteroid field or plasma storm, or the like) do Tests become necessary. Failure on a Flight Control Test can lead to navigational errors, maneuvering complications, or even a collision.
Sensors: This Specialization allows a character to operate sensors to detect various conditions and situations (for example, lifeforms, atmospheric conditions, duranium, or energy patterns), obtain long-distance visuals, and so forth. The Difficulty of a Shipboard Systems (Sensors) Test depends on such factors as the range to the target, the object or phenomenon the character wants to sense,

and the amount of local interference (from plasma storms, unusual atmospheric conditions, or the like). For example, using the sensors to locate something in close proximity with no interference is Routine (3), while trying to locate the same thing near the limits of the sensors' range in the middle of an ion storm is Difficult (13).

Tactical: Tactical allows a character to operate a ship's offensive and defensive systems, such as phasers and deflector shields. He must make Tests when firing photon torpedoes, adjusting deflector shield harmonics, monitoring internal security, and so forth. Similar but more limited Specializations used by some species include Weapons Systems, Defense Systems, and Internal Security Systems.

Transporter: A character with this Specialization knows the ins and outs of operating a transporter. Generally, routine transporter operation does not require a Test. Only when complications arise (such as interference or technical problems) should a character have to make a Test.

Other Specializations: Cloaking Device, Environmental Control, Mission Ops

Unarmed Combat (Coordination)

Characters with Unarmed Combat have received special training in hand-to-hand fighting techniques. Any character can use basic fighting attacks (see Universal Combat Maneuvers on page 115). Characters with Unarmed Combat have maximized their ability to use their bodies as weapons, and to attack with power and precision, by learning advanced techniques (usually of the sort referred to as "martial arts"). They specialize in a particular fighting style, such as Boxing, Karate, Wrestling, Vulcan Nerve Pinch, Klingon *Mok'bara*, and so forth. (See Combat, page 110, for more information on unarmed attacks.)

Routine: Hitting an opponent whose Dodge roll was 2–4
Moderate: Hitting an opponent whose Dodge roll was 5–7
Challenging: Hitting an opponent whose Dodge roll was 8–10
Difficult: Hitting an opponent whose Dodge roll was 11–13
Nearly Impossible: Hitting an opponent whose Dodge roll was 14+
Specializations: Specific Style (Boxing, Karate, *Mok'bara*, Starfleet Martial Arts, Vulcan Nerve Pinch, Wrestling, and so forth)

Vehicle Operation (Intellect)

Characters with this skill know how to operate various types of small vehicles—from ground vehicles (such as cars or maglev trains) to air vehicles (such as planes and planetary shuttles) to water vehicles (such as boats) to small space vehicles like work bees and shuttlecraft. Most tasks performed with vehicles are Routine; the Difficulty may increase based on the type of activity or the local conditions.

Routine: Towing a small object with a work bee near a ship's hull; driving a car on snowy/icy roads
Moderate: Landing a plane smoothly and safely; piloting a shuttlecraft through an atmosphere at high speed
Challenging: Piloting a shuttlecraft through a sparse asteroid field
Difficult: Piloting a shuttlecraft through a dense asteroid field
Nearly Impossible: Piloting a shuttlecraft through a dense asteroid field while an ion storm interferes with instrumentation and steering
Specializations: Atmospheric Craft, Close Orbital Craft, Ground Vehicles, Shuttlecraft

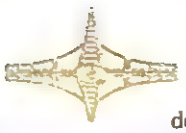
Science Skills

Science and scientific phenomena are an important part of the *Star Trek* universe. Scientists and other persons well versed in scientific methods and theories play key roles throughout the Alpha Quadrant. In the *Star Trek: Deep Space Nine Roleplaying Game*, the Science Skills—Life Sciences, Medical Sciences, Physical Sciences, Planetary Sciences, Social Sciences, and Space Sciences—represent their aptitudes.

A character with a Science Skill knows about the phenomena, practices, and scientific equipment associated with his particular field of study. This allows him to identify such phenomena and make extrapolations and deductions from existing data. He is well equipped to suggest solutions to scientific problems (such as an astronomer proposing a way to prevent a comet from colliding with a space station).

One important aspect of Science Skills is the ability to theorize and conjecture about unknown facts based on known facts. For example, when trying to determine why a comet's trajectory recently changed so that it will hit the station, the aforementioned astronomer might compare it to other comets and research other incidents of change in cometary motion. The information he learns provides him with a basis for making an educated guess about what's going on.

One Science Skill generally has no impact on another; a character can't use Space Sciences to answer questions or make Tests pertaining to Planetary Sciences just because



they're both Science Skills. However, within a particular Science Skill the standard rules for Specializations apply. A character with Space Sciences (Astronomy) 2 (3) can, for example, make an Astrophysics Skill Test at level 2.

Routine: Performing a simple experiment; remembering a basic fact
Moderate: Performing a complex experiment; remembering a theory
Challenging: Extrapolating from known data to solve a new, complex problem; remembering an obscure or complex concept
Difficult: Performing a new experiment; developing a cutting-edge theory
Nearly Impossible: Performing an experiment with no equipment

Life Sciences (Intellect)

Life Sciences involves the study of living organisms. Its branches range from Botany (the study of plants) to Zoology (the study of animals) to Paleontology (the study of ancient, extinct lifeforms from their fossils).

Sample Specializations:

Ecology: The science of environmental systems and interrelationships. An ecologist studies the relationship between various organisms (such as certain types of insects, the plants they eat, and the animals which prey on them) and their environment (weather, water supply, and so forth).
Exobiology: The study of alien biology, meaning any species or world other than the character's own, both animal and sentient. The character studies alien reproductive systems, circulatory systems, respiratory systems, and so forth.
Other Specializations: Agronomy, Bioengineering, Biology, Bionics, Biotechnology, Botany, Genetics, Microbiology, Paleontology, Zoology

Medical Sciences (Intellect)

A crucial skill for doctors, Medical Sciences covers all aspects of the practice of medicine. A character with Medical Sciences can diagnose disease and other medical conditions, perform surgery, prescribe medication and other treatments, heal injuries, and so forth. Characters specialize in some aspect of this very broad field, such as General Medicine (a general study of the basics of medicine), Pathology (the study of disease), or Toxicology (how poisons affect the body). Most doctors can identify a poison, for example, but a toxicologist knows a great deal more about how toxins react in the body and can more readily identify the probable origin of a poisonous compound.

A character with Medical Science can assist with healing injured characters. See "Damage and Healing," page 117.

Routine: Diagnosing the common cold
Moderate: Simple surgery on one's own species (a Human doctor performing a tonsillectomy on a Human)
Challenging: Complex surgery on one's own species; simple surgery on an alien lifeform (a Human doctor performing a tonsillectomy on a Vulcan)
Difficult: Experimental surgery on one's own species; complex surgery on an alien lifeform; simple surgery on an unknown lifeform
Nearly Impossible: Surgery on a non-carbon-based lifeform (energy beings, silicon-based lifeforms, dimensional beings); resuscitating a brain-dead character

Sample Specializations:

Surgery (Cardiology): The study of the heart, its associated diseases, and how to treat them with surgical procedures (open-heart surgery, bypass surgery, heart transplants, and the like).
Vulcan Medicine: The study of Vulcan physiology and how to treat it without causing harm. (Of course, any other species could be substituted for "Vulcan.")
Other Specializations: Exoanatomy, Forensic Pathology, General Medicine, Pathology, Psychology, Specific Species Medicine (Andorian Medicine, Bajoran Medicine and so on), Surgical Specializations (Cardiology, Neurology, Obstetrics, and the like), Toxicology

Physical Sciences (Intellect)

This skill covers the basic physical sciences, such as physics and chemistry.

Specializations: Chemistry, Computer Science, Mathematics, Physics

Planetary Sciences (Intellect)

Planetary Sciences involves the study of planets and their various systems. A planetary scientist knows about climate, geology, oceanography, and many related subjects.

Specializations: Climatology, Geology, Hydrology, Mineralogy, Oceanography, Planetology, Volcanology

Social Sciences (Intellect)

The broadest and least "scientific" of the Science Skills, Social Sciences deals with such subjects as anthropology, archaeology, sociology, and political science. As such it involves more estimation and prediction, and fewer absolute, quantifiable answers or solutions to problems, but nevertheless trained social scientists can provide valuable insight on many situations.

Sample Specializations:

Anthropology: Literally "the study of man," anthropology actually involves the study and observation of cultures (whether on Earth or some other planet). Through analysis

and comparison, an anthropologist can form hypotheses about a culture's religions, customs, beliefs, and mores.

Archaeology: The study of ancient civilizations (and the ancient history of existing civilizations) based on their remaining artifacts, relics, and records. The character knows how to locate, obtain, preserve, analyze, and identify such artifacts, and can make intelligent guesses about an object's uses and the culture which created it.

Political Science: The study of how sentient beings create, operate, and manipulate political systems, and how such systems relate to a civilization's culture and history.

Other Specializations: Economics, Geography, Paleoanthropology, Sociology

Space Sciences (Intellect)

The study of objects and phenomena in space. Obviously quite useful to any spacefaring species, Space Sciences covers everything from stellar thermodynamics to stellar navigation to the characteristics of nebulae.

Sample Specializations:

Astronomy: The most basic of the Space Sciences, Astronomy involves the study of space and everything in it. Many members of spacefaring species study Astronomy as a way of learning about the galaxy around them without having to engage in detailed study of more esoteric or abstract subjects such as stellar thermodynamics.

Thermodynamics: The study of nuclear reactions within stars.

Warp Field Theory: The study of warp fields and the effect they have on the fabric of space.

Other Specializations: Astrogation, Astrophysics, Stellar Cartography, Subspace Field Dynamics

World Knowledge (Intellect)

This skill provides a character with knowledge about the people, cultures, government(s), lifeforms, ecology, and geography of a particular planet (and, to a lesser extent, about other planets, thus allowing the character to make intelligent comparisons between worlds). A successful World Knowledge Test allows a character to remember relevant facts about a specific world. For example, if a character encounters an unusual spiderlike creature, he could make a World Knowledge (Bajor) Test to compare it to a Bajoran *palukoo*.

Routine: Recalling a fact about your homeworld

Moderate: Recalling a fact about a world you've visited often or studied intently

Challenging: Recalling a fact about a world you've visited a few times or studied

Difficult: Recalling a fact about a world you've visited once or studied casually

Nearly Impossible: Deducing a fact about a world you've never visited or studied

Specializations: Specific Planet (Earth, Bajor, Qo'noS, Cardassia Prime, and so on)

Other Skills

Acrobatics (Coordination)

Acrobatics represents a character's skill at many different types of acrobatic maneuvering, such as balancing on narrow objects, leaping, rolling, tumbling, and performing backflips. It also provides the ability to avoid or reduce damage from falls. Lastly, a character's Acrobatics skill reflects his ability to entertain those who watch him perform such stunts.

Routine: Walking along a balance beam

Moderate: Running along a balance beam; avoiding damage from a short fall (up to 3 m)

Challenging: Doing a backflip on a balance beam; avoiding damage from a medium fall (up to 6 m)

Difficult: Doing a double backflip on a balance beam; avoiding damage from a long fall (up to 12 m)

Nearly Impossible: Doing a quintuple somersault; avoiding damage from a very long fall (up to 25 m)

Specializations: Balance Walking, Floor Exercises, Gymnastics, Parallel Bars, Rings, Rope Swinging

Animal Handling (Presence)

Characters who know how to train and ride various types of animals, from horses to Cardassian riding hounds to the Vulcan *sehlat*, have this skill. While some animals, such as most dogs, take to training readily, fiercer animals may resist the character's efforts. In the latter case, the Narrator should have the character make an Animal Handling Test as an Opposed Test against the animal's Instinct, modified by its Ferocity Edge.

Routine: Training or riding a docile animal

Moderate: Training or riding an animal whose Instinct Test result is 3–5

Challenging: Training or riding an animal whose Instinct Test result is 6–8

Difficult: Training or riding an animal whose Instinct Test result is 9–11

Nearly Impossible: Training or riding an animal whose Instinct Test result is 12+

Specializations: Specific Animal (Camel, Horse, Cardassian riding hound, and the like)

Artistic Expression (Intellect)

This skill reflects a character's capacity for creative expression—everything from acting to painting to singing to playing a musical instrument, to composing poetry or writing plays. It also covers cooking in many societies (including the

Federation), since the widespread use of replicators has eliminated the everyday need to prepare food.

Routine: Playing a scale; frying bacon
Moderate: Playing a very simple song; cooking a basic meal; writing a simple poem
Challenging: Playing a moderately complex song; cooking a fancy meal; writing a complex poem
Difficult: Playing a very complex song; cooking a gourmet meal; writing a very complex poem
Nearly Impossible: Playing an extremely elaborate song; cooking a gourmet seven-course meal; writing a complex epic poem
Specializations: Acting, Cooking, Dance, Drawing, Klingon Opera, Painting, Poetry, Specific Musical Instrument (Trombone, Violin, Vulcan Lute, and so on)

Athletics (Fitness)

Athletics reflects a character's overall athletic ability, not only in sports or physical games such as parrises squares, but at basic activities like climbing, leaping, lifting, and running. In combat- or action-oriented scenes, characters can use Athletics to move faster with a particular mode of movement. A Moderate (6) Athletics Test allows a character to move an additional number of meters per round equal to his Athletics skill level (see Movement, page 113).

Routine: Walking (10 m/round) on slick/icy ground; running on paved ground
Moderate: Running (15 m/round) on ordinary ground; sprinting on paved ground
Challenging: Sprinting (20 m/ round) on ordinary ground; running on slick/icy ground
Difficult: Sprinting on slick/icy ground
Nearly Impossible: Sprinting in a swamp

Sample Specializations:

Climbing: Climbing allows characters to scale walls or steep inclines, free-climb large rocks and similar features, climb trees, and the like. A climbing character moves at a rate in meters equal to his Fitness per minute, or a maximum of 2 m per round during combat; if he succeeds with an Athletics (Climbing) Test, he can move more quickly (see "Movement," page 113).

Jumping: With Jumping, a character can leap over or across obstacles such as boulders, chasms, low walls, streams, or large pieces of furniture. Characters can automatically leap up to 2 m forward or 1 m upward without making a Test (see "Movement," page 113). If a character makes a successful Moderate (7) Athletics (Jumping) or Fitness Test, he can add his skill level (or Fitness) in meters to his forward jump, or half that to his upward jump. If he makes a Challenging (10) roll, he can add twice his skill level (or Fitness); if a Difficult (13) roll, three times his skill level (or Fitness); if a Nearly Impossible roll, four times his skill level (or Fitness).

Obstacles also affect the Difficulty of a jump. If a character has to clear an obstacle in a jump made for distance, increase the jump's Difficulty by +1 to +3 (or even by one or more categories). If, on the other hand, he jumps not for distance, but simply to clear or avoid the obstacle, base the jump's Difficulty on the obstacle's size: For obstacles one quarter the character's size (or smaller), the Difficulty is Routine (4); if one half the character's size, Moderate (7); if three quarters the character's size, Challenging (10); if equal to the character's size, Difficult (13); if greater than the character's size, Nearly Impossible (15).

Lifting: Lifting reflects a character's capacity for lifting and carrying objects. The Difficulty of such a task depends on two factors: the weight of the object, and how long the character has to hold or carry it. When a character first lifts an object, make a Lifting Test (or a Fitness Test if he does not have this skill) using the weight-based Difficulty Numbers from the accompanying table. The character's Strength edge modifies this Test. Thereafter, at appropriate intervals, the Narrator may have the character make additional Tests to determine whether he can keep holding the object. If he fails a Test, he immediately drops the object. If he equals (but does not exceed) the Difficulty, he maintains his hold on the object but can take no other actions.

Running: Running reflects a character's ability to move quickly and to maintain his balance while doing so (particularly when running over rough or unsafe terrain, such as rocky ground or ice). The Difficulty of a Running Test depends on the type of terrain and the character's speed (see "Movement," page 113).

Other Specializations: Specific Sport/Game

Lifting

Weight	Difficulty
Up to 20 kg	No roll required
21–50 kg	Routine (2–4)
51–150 kg	Moderate (5–7)
151–300 kg	Challenging (8–10)
301–500 kg	Difficult (11–13)
Over 500 kg	Nearly Impossible (14+)

Bargain (Presence)

The definitive skill of a good Ferengi, Bargain is used to haggle (to determine the price of goods for sale). A character uses Bargain in an Opposed Test versus the target's Bargain (or Presence, if he lacks this skill), modified by Willpower. Success means the character has succeeded in reducing the price (at least a little, if not all the way down to what he's willing to pay) or, if he's a merchant, in persuading the buyer that the price asked for the item is fair. Of course, anyone can decide to refuse a deal; success with

a Bargain Test doesn't mean one character can force another character to accept a poor offer.

The true "market value" of goods is set by the Narrator, since prices can fluctuate wildly from marketplace to marketplace based on local conditions, current events, and supply problems. A particular merchant's sales practices, tariffs and taxes, and many other factors can also affect prices. On the frontiers and fringes of major societies, prices are often much higher than in more "civilized" areas. Prices also tend to escalate in times of war.

Instead of resolving haggling with simple dice rolls, you should roleplay uses of the Bargain skill whenever possible. The Narrator can modify the number of dice rolled based on the quality of the roleplaying. The characters can roll to determine the outcome. For example, Kineron Prel wants to buy some tulaberry wine from a Ferengi merchant. He dickers back and forth with the Ferengi for several minutes as the player and Narrator roleplay the encounter. Then Bargain rolls are made; the Narrator grants Prel an extra die to reflect his superb roleplaying. Despite this bonus, the Test Result indicates failure; the Ferengi laughs at Prel's paltry offer.

Routine: Bargaining with an average merchant of one's own species
Moderate: Bargaining with an astute merchant of one's own species, or an average merchant of another species (except Ferengi)
Challenging: Bargaining with an astute member of another species; bargaining with most Ferengi
Difficult: Bargaining with a cagey Ferengi merchant
Nearly Impossible: Bargaining with a cagey Ferengi for something you desperately need (and he knows it)
Specializations: Specific Product (*e.g.*, Artwork, Dilithium Crystals, Weapons), Bribery, Marketplace Haggling

Charm (Presence)

Charm allows a character to use his personal appeal, charisma, physical attractiveness, sense of humor, and similar factors to convince another character to provide information, perform tasks, or grant favors which he otherwise might not be willing to do. In essence he fosters affection (whether friendship or romantic attraction) in the target to persuade the target to do what he (the character) wants. To use Charm, the character makes an Opposed Test pitting his Charm against the target's Charm (or Presence, if he doesn't have Charm), modified by Willpower.

Routine: Influencing a relative
Moderate: Influencing a friend
Challenging: Influencing a stranger
Difficult: Influencing someone hostile to you
Nearly Impossible: Influencing someone who hates you
Specializations: Influence, Seduction

Concealment (Intellect)

An essential skill for smugglers and thieves, Concealment allows characters to hide objects on their persons, or in places like their quarters or a ship. They can also find hidden objects, though characters can use the Search skill for this as well. Of course, the larger the object compared to its hiding place, the greater the Difficulty in hiding it. The Narrator may rule that it's impossible to hide some objects in some places. Characters do not use Concealment to hide themselves; that requires the Stealth skill.

Routine: Hiding a knife underneath a jacket
Moderate: Hiding a disruptor underneath a jacket
Challenging: Hiding a disruptor underneath a tight shirt
Difficult: Hiding a Type III Phaser Rifle underneath a jacket
Nearly Impossible: Hiding a Type III Phaser Rifle up your sleeve
Specializations: Conceal Weapon, Cache Supplies, Smuggle Objects

Craft (varies)

The Craft skill resembles, in some ways, Artistic Expression and certain other skills. It signifies a character's skill in a particular trade or profession involving creating something with the hands. Typically these objects—fine pottery or jewelry, well made clothes—can easily be replicated; however, where replicators do not exist, or will not suffice, Craft becomes an important Skill.

Craft also covers aspects of running a business related to the item(s) the character makes by hand. If the character simply makes things for himself, or for their beauty, Artistic Expression sufficiently reflects his skills. If he wants to create things for commercial sale, Craft is more appropriate. For example, anyone with Artistic Expression (Cooking) can prepare a fine meal, which someone might pay him for. Someone with Craft (Chef) knows all about running a professional kitchen, managing chefs, preparing a commercial menu, and so forth. He needs to know Artistic Expression (Cooking) to make his culinary creations truly memorable, but with Craft (Chef) he can prepare a meal people are willing to pay for. To take another example, creating a pot to hold water and stand up to daily use typically requires Craft (Pottery); to create one noted for its beauty and artistry requires Artistic Expression (Pottery).

The base Attribute for Craft varies, depending upon what the character makes. It is usually based on Coordination or Intellect, but the final decision is up to the Narrator and the player.

Routine: Cooking alone; sewing on a button
Moderate: Running a small kitchen; creating or repairing a hem, or repairing torn clothing
Challenging: Running a medium-sized kitchen; sewing an everyday outfit
Difficult: Running a large kitchen; sewing an extremely well made outfit
Nearly Impossible: Running an extremely large kitchen when hundreds of Klingon soldiers are on the station on shore leave; sewing an extremely well made outfit in less than a day
Specializations: Chef, Jeweler, Potter, Tailor

Culture (Intellect)

Culture represents a character's knowledge of a nation's, planet's, or species' social, artistic, and religious life. Unlike World Knowledge, it doesn't focus on geography or biology except where such factors influence society. On the other hand, it's not limited to a single world, since some cultures (like Federation culture) exist in hundreds of star systems.

Routine: Recall a general fact (Milton was an Earth poet)
Moderate: Recall a more detailed series of facts (John Milton was an English poet who wrote in the 17th century; his greatest work was *Paradise Lost*)
Challenging: Apply knowledge across fields (discuss Milton's influence on English political development)
Difficult: Recall an obscure fact (Milton's genealogy; the address where he lived)
Nearly Impossible: Near-complete knowledge of the subject (recite *Paradise Lost* from memory; know where Milton was during any given month of his life)
Specializations: Specific Culture (Human, Klingon, Romulan, Vulcan, Bajoran, and so on)

Disguise (Presence)

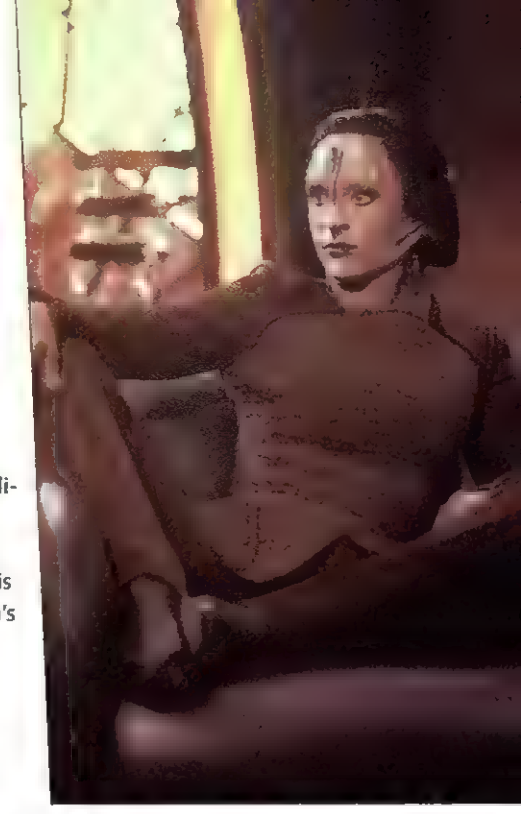
Characters use Disguise to change their physical appearance—hairstyle, skin color, hair color, eye color, and other cosmetic factors—with cosmetics and prosthetics. The character should make an Opposed Test pitting his Disguise skill against the target's Disguise (or Intellect, if he lacks this skill), modified by Perception. Success means the target does not suspect that the character is disguised, failure that he's not fooled by the disguise.

At the Narrator's option, a character may make a Disguise Test to check his disguise before using it in public. His Test Result establishes the Difficulty for any attempts to see through the disguise. Of course, in either case the Narrator may decrease the Difficulty if someone knows the character or is looking for the disguise.

When cosmetics and prosthetics aren't enough, a character can use Medical Sciences to surgically alter another character's features—for example, to make Kira Nerys seem to be a Cardassian, Benjamin Sisko a Klingon, or Gul Dukat a Bajoran. This requires a Moderate Medical Sciences (Cosmetic Surgery) Test, and adds the Test Result to the Difficulty of detecting the character.

Routine: Disguise is intended to fool others for a short amount of time at a moderate distance away
Moderate: Disguise is intended to mask the character's facial features, even at short range
Challenging: Disguise is intended to alter the character's bodily appearance
Difficult: Disguise impersonates someone specific
Nearly Impossible: Impersonating an alien species (a Human trying to impersonate an Andorian, Klingon, Romulan, or the like)
Specializations: Specific Species (Human, Klingon, Romulan, and so on)

Dodge (Coordination)



When they need to avoid the slash of a *bat'leth*, blast of a phaser, or a punch, characters can use the Dodge skill. To dodge an attack a character makes a Dodge Test, with the Test Result indicating the Difficulty Number to hit him (unless the Test Result is lower than the weapon's ordinary Difficulty, in which case use that instead). For example, Boragh, son of K'mtar, has Coordination 3, Dodge 4. He dodges a disruptor blast at Medium Range. The highest roll on his three Coordination dice is a 4, so the Difficulty to hit him is 8 (4+4). If he'd rolled a 2, his Test Result of 6 would be less than the attacker's normal Difficulty of 7 at Medium Range. In that case, the attacker makes his attack at a Difficulty 7.

Specializations: None

Fast Talk (Intellect)

Fast Talk represents a character's ability to use lies, trickery, and deceitful words to convince another character to do something not in his best interests. Assuming the target is reasonably clever himself, or has some reason to suspect that he's being tricked, Fast Talk requires an Opposed Test against the target's Fast Talk (or Intellect, if he doesn't have this skill) modified by Perception or Logic (target's choice).

Routine: Target is gullible; something the target would agree to anyway
Moderate: Target is a close friend or relative; something which will inconvenience the target
Challenging: Target is a security guard; target could get in trouble (a reprimand)
Difficult: Target should know better; target could get in serious trouble (a review board)
Nearly Impossible: The captain of a space station or starship; target could be jailed or killed
Specializations: None

Gaming (Intellect)

Characters use Gaming to play—and more importantly, win—games like dom-jot, dabo, tongo, or poker. (Gaming doesn't apply to athletic games, which require Athletics, but does apply to making bets on such contests.) Whenever pos-

sible, players should roleplay the circumstances surrounding their gambling (and cheating, if necessary), with the Narrator modifying the number of dice rolled based on the quality of the roleplaying.

To play a game, all characters playing make Gaming Tests, and the highest Test Result wins. However, characters with Gaming can also use their skill to cheat or otherwise tilt the odds in their favor. To cheat, a character must make an initial Gaming Test in an Opposed Test against his competitors' Gaming (or Intellect, if they don't have this skill) modified by Perception. Anyone who beats the cheater's Test Result catches him. Characters may make Tests once each round in which the

cheating would be apparent to notice the cheating. If no character ever beats his Test Result, the character successfully cheats, which adds +1 to his subsequent Gaming Test for every point by which he beat the highest roll in the Opposed Test.

Gul Duraak (Gaming (Poker) 2 (3), Intellect 4) is playing a Human card game, poker, with some friends (all Gaming (Poker) 1 (2), Intellect 2) on Cardassian Space Station 17. He decides he'll try to cheat by dealing from the bottom of the deck. He makes his Gaming Test to cheat; his best result on his four Intellect dice is 6, for a total Test Result of 9. The other card players roll Gaming Tests to detect the cheating, but the best of all their Test Results is a 6. Since Gul Duraak's method of cheating isn't apparent after he stops dealing cards, the others may make no further Tests to detect his cheating (if he'd tried something which might remain apparent, like using marked cards, they could make Tests to detect his cheating every round). When the hand ends and all players roll to see who wins, Duraak may add 3 to his Test Result (the difference between his cheating Test Result and the highest Test Result to detect what he did).

Routine: Playing go fish or checkers
Moderate: Playing poker
Challenging: Playing chess or dom-jot
Difficult: Playing tongo against a Ferengi
Nearly Impossible: Playing strategema against a Zakdorn grandmaster
Specializations: Specific Game (Chess, Dom-Jot, Poker, Tongo, and so on)

History (Intellect)

This skill represents a character's knowledge of the history of some planet, nation, culture, or other group. While it's generally useful throughout a character's career, it can prove particularly beneficial during time-travel episodes or while playing certain holosuite programs. For most times and places, extremely detailed historical information is available through computer files, but records from some periods (Earth's 21st century, the Cardassian occupation of Bajor, Vulcan's Age of Antiquity) may be fragmentary, unreliable, or totally absent.

Routine: Recalling a major fact (Earth fought three World Wars)
Moderate: Recalling more specific facts (the Second Earth World War pitted Germany against America, England, and Russia; Germany lost; the German leader was Hitler)
Challenging: Recalling fairly obscure facts (Germany used the first strategic rocket weapons during Earth's Second World War; they were invented by Wernher von Braun)
Difficult: Recalling a linked set of obscure facts (recognizing the design of a V-2; knowing the details of its production and deployment history; discussing its strategic effect on the war)
Nearly Impossible: Near-total mastery of a topic (constructing a day-by-day chronology of the German rocket program, including all relevant scientific, technical, and military personnel and their roles)
Specializations: Specific Organization (Federation, Cardassian Fifth Order), Specific Planet (Bajor, Ferenginar), Specific Species (Klingon, Trill)

Intimidation (Presence)

Intimidation allows a character to "encourage" cooperation in others through induced fear. He may create this fear through physical torture, emotional bullying, rough interrogation or cross-examination, or many other methods. To use it, a character must make an Opposed Test pitting his Intimidation against the target's Intimidation (or Presence, if he lacks this skill), modified by Willpower.

Routine: Intimidate an average human
Moderate: Intimidate a stubborn human
Challenging: Intimidate most Klingons or Vulcans
Difficult: Intimidate most Romulans
Nearly Impossible: Intimidate a Federation, Klingon, or Romulan captain
Specializations: Bluster, Cross-examination, Interrogation, Resistance, Torture

Knowledge (Intellect)

Knowledge represents a character's knowledge of some obscure or interesting subject not covered by any other skill listed here. For example, Culture provides broad knowledge of a particular species' or planet's culture, Law allows the character to know about a particular locale's legal system, and characters with Theology know the doctrines and practices of a particular religion. But if you just want your character to know, say, Earth rock music in the 20th century, or the habits and practices of the monks of the Boreth monastery, give him a Knowledge skill regarding those subjects instead of having to learn all about Earth culture or Klingon theology.

Knowledge presents a good method for reflecting a character's hobbies, personal interests, and other areas of study which no other skill covers. It can also reflect a character's knowledge of something he *cannot* do—for example, a music aficionado might have Knowledge (Earth Composers) even though he doesn't have the Artistic Expression skill and cannot sing or play any instruments. Players should consult with their Narrator before taking Knowledge; the Narrator may prefer that the character learn a broader skill.

Knowledge skills are not specialized; each one constitutes a separate skill, like Languages.

Routine: Recall a general fact (Steely Dan was a "rock and roll" musical group from Earth's twentieth century)
Moderate: Recall a more detailed series of facts (the main members of Steely Dan were Donald Fagen and Walter Becker; the group's last album was *Gaucho*)
Challenging: Apply knowledge across fields (discuss the influence of jazz on Steely Dan's music)
Difficult: Recall an obscure fact (Becker's and Fagen's birthdays; names of most other band members)
Nearly Impossible: Near-complete knowledge of the subject (the complete Steely Dan tour schedule and lyrics for their entire career)
Specializations: None

Language (Intellect)

All characters automatically speak their native language. Characters with this skill can speak, understand, read, and write another language without the use of a Universal Translator.

Routine: Asking for simple directions
Moderate: Holding a simple conversation
Challenging: Holding a complex conversation
Difficult: Conveying complex ideas or subtle nuances (discussing science with a Vulcan)
Nearly Impossible: Writing great and meaningful poetry or prose
Specializations: Every language requires its own skill; the ability to speak Cardassian does not convey any skill with Bajoran, for instance. However, characters can specialize in dialects such as English (21st-century slang) or Bajoran (Ancient).

Law (Intellect)

A character with this skill knows about the laws, courtroom procedures, legal customs, and regulations of a specific planet or society.

Routine: Recalling the details of a simple law or regulation
Moderate: Recalling the details of a complex law or regulation
Challenging: Recalling the details of a very complex law or regulation
Difficult: Discerning and exploiting loopholes in legal systems; discovering the relationships of two complex laws
Nearly Impossible: Discerning and exploiting loopholes in Ferengi economic laws
Specializations: Federation Law, Specific Planetary/Government Laws (Bajoran, Cardassian, Earth, Klingon, Trill, and so forth), Starfleet Regulations

Merchant (Intellect)

A character with Merchant knows how to operate a sales business and sell goods (though the actual negotiation of prices requires Bargain). He knows how to maximize the business's profit, how to determine what goods are in demand and where, which trade routes are the best for the products he has to offer, and so forth.

Routine: Running a small, single-product sales business: a *jumja* kiosk in the Promenade of Deep Space 9; Garak's tailor shop
Moderate: Running a large, single-product sales business: Sisko's or a similar restaurant; a typical free freighter's business/trade route
Challenging: Running a small, multiproduct sales business like Quark's Bar or engaging in free trade throughout many sectors or along many trade routes
Difficult: Running a large, multiproduct sales business: a chain of orbital bars throughout the entire Draconis Outback
Nearly Impossible: Running an interstellar trading conglomerate: a speculation consortium based on Ferenginar which services the entire quadrant
Specializations: Specific Business Type, Specific Market (*e.g.*, Dilithium Market, Flowering Plants, Trade Routes, Spican Flame Gems Market), Specific Product

Primitive Weaponry (Coordination)

Among the most popular skills with Klingons, Primitive Weaponry reflects a character's ability to fight using hand weapons (such as clubs, swords, and knives) or muscle-powered ranged weapons (such as bows, crossbows, and throwing knives).

Routine: Hitting an opponent whose Dodge roll was 3–5; firing at a target at Point Blank or Short range
Moderate: Hitting an opponent whose Dodge roll was 6–8; firing at a target at Medium range; repairing a weapon out of combat

Challenging: Hitting an opponent whose Dodge roll was 9–11; firing at a target at Long range
Difficult: Hitting an opponent whose Dodge roll was 12–14; repairing a weapon in combat
Nearly Impossible: Hitting an opponent whose Dodge roll was 15+
Specializations: *Bat'leth*, *Chaka*, *D'k tagh*, *Kar'takin*, *Lirpa*, Longbow, *Mek'leth*, Rapier, Sword. See page 238 for information on various hand weapons.

Search (Intellect)

Search allows characters to locate or detect concealed objects, such as hidden weapons, camouflaged soldiers, or stealthy assassins. For objects or persons which haven't been deliberately hidden but are just hard to find, the character makes a Search Test against a base Difficulty. If an object or person has been deliberately hidden with the Concealment or Stealth skill, use Search in an Opposed Test against the target's Concealment or Stealth Test Result to determine whether the character finds what he's looking for.

Routine: Target is hiding in plain sight
Moderate: Finding a disruptor hidden under a jacket
Challenging: Finding the right isolinear chip in a pile of them; locating a concealed door or access panel
Difficult: Finding one person in a crowd; locating a very well concealed door or access panel
Nearly Impossible: The proverbial needle in a haystack
Specializations: None

Sleight of Hand (Coordination)

An essential skill for stage magicians, Sleight of Hand is also popular among thieves and gamblers. It allows a character to palm small objects so that they seem to vanish. Palmed objects are considered hidden, requiring an observer to make an Opposed Test using Search (or Intellect, if the observer doesn't have that skill), modified by Perception, against the character's Sleight of Hand. A character with Sleight of Hand can also pick pockets without alerting the target.

Routine: Palming a quarter
Moderate: Simple magic tricks; palming a Type I phaser
Challenging: Complex magic tricks; palming a Type II phaser; picking an unsuspecting person's pocket
Difficult: Extremely complex magic tricks; picking a suspicious person's pocket
Nearly Impossible: Picking a highly suspicious person's pocket
Specializations: Magic Tricks, Pick Pocket

Stealth (Coordination)

Characters use Stealth to hide and move quietly. To hide, a character must have sufficient cover; not even the stealthiest assassin can hide in plain sight or sneak across an open, well lit, observed area. To locate a stealthy person, a character makes an Opposed Test using his Search (or Intellect, if he doesn't have Search), modified by Perception, against the hiding character's Stealth Test Result. Note that Stealth does not allow characters to hide small objects; that requires Concealment.

Routine: Hiding around a corner
Moderate: Sneaking across gravel
Challenging: Hiding behind a plant
Difficult: Sneaking across a well-lit area
Nearly Impossible: Hiding in plain sight
Specializations: Hide, Stealthy Movement

Streetwise (Intellect)

A character with this skill is familiar with the underworld on a particular planet or in a particular region, or with a particular underworld organization or "market." He knows how they operate, how to contact them, and who runs them. He can locate individual criminals or other persons willing to commit a particular crime (either for money or some other reason), contact underworld organizations, or access the black market to acquire contraband goods or illicit services. Streetwise also represents a character's knowledge of criminal bosses, intelligence agents, underworld hangouts, corrupt law enforcement officers, smugglers, underworld slang, and the like.

Routine: Finding an item or service common under most circumstances
Moderate: The item or service is easy to find, but requires some discretion (finding a Ferengi arms dealer)
Challenging: The item or service involves risk or is well regulated (Romulan Ale)
Difficult: Finding an item or service rare in a particular region of space (Varon-T disruptor)
Nearly Impossible: Finding an illegal item or service on a Starfleet vessel
Specializations: Locate Contraband, Orion Syndicate, Underworld of Specific Planet or Species (Ferengi, Klingon, Orion)

Theology (Intellect)

Theology represents a character's familiarity with the doctrines, dogma, and rituals of a particular religion. A character with Theology can engage in theological debates, interpret religious texts and prophecies, and perform religious ceremonies (though knowing how to perform them, and having the right or privilege to perform them, are two different things).

Routine: Studying a simple religious text
Moderate: Studying a complex religious text; performing a simple ceremony
Challenging: Performing a complex ceremony; interpreting a simple prophecy
Difficult: Performing a very complex ceremony; interpreting a complex prophecy

Nearly Impossible: Interpreting an extremely ancient and complex prophecy
Specializations: Specific Religion or Faith (Bajoran Prophets Religion, Cardassian Mysticism)

PSIONIC SKILLS

Certain Alpha Quadrant species, such as the Betazoids, Cairn, and Vulcans, possess a diverse array of mental abilities, such as the power to read minds or sense the emotions of others. Psionic Skills, which are related to the Psi attribute, represent these abilities in the Icon System (see page 62 for further information on Psi and its edges, Focus and Range).

Psionic powers are not almighty or foolproof; some targets can resist them. A resisting target makes an Opposed Test pitting his Mind Shield skill (modified by Focus) against his attacker's Psionic Skill (modified by Focus). The resisting character may substitute Presence for Psi if he wishes. The resisting character can make this Opposed Test once in each round in which he's affected by the Psionic Skill; this is considered an Immediate Action (see page 111).

Various factors affect how easily a character can use his Psionic Skills, or how well they work. First, Psionic Skills work best on targets of the character's own species; targets of other species usually require an increased Difficulty (see individual skill descriptions).

Second, while characters can use Psionic Skills at range, doing so increases the Difficulty (see accompanying table). In most cases they're easier to use when the character touches the target. A character's Range edge affects his ability to use Psionic Skills at range (characters cannot apply the Focus edge to Psionic Skills used at range). Additionally, many other factors affect a character's ability to use Psionic Skills at range (see accompanying table); the Narrator can use these modifiers as guidelines for situations not listed on the table.

Mind Control (Psi)

Mind Control is a character's ability to control the perceptions and actions of a target. With it, a psionic character can make another character see things which don't really exist, or do things he otherwise would not (such as giving away all his worldly possessions or betraying his government). Whenever he uses Mind Control, a character must describe how he wants to affect the target; the greater the complexity (or power) of his desired effect, the higher the Difficulty.

Characters may only use Mind Control on a single target at a time.

Routine: Something the target might do anyway
Moderate: Something which inconveniences the target
Challenging: Something which might get the target into trouble (a reprimand, a short jail term)
Difficult: Something which violates the target's principles or would get him into serious trouble (a review board, a prison sentence)
Nearly Impossible: Forcing the target to commit suicide
Specializations: None

Mind Meld (Psi)

Although closely associated with the Vulcan people, Mind Meld actually represents various methods of memory exchange and may be purchased by any character with a positive Psi attribute. It allows such a character to read a target's memories, or to share his memories with the target. Both characters can distinguish which memories come from which of them, and remember the melding experience afterward. Mind Meld is even more difficult to use at range than other Psionic Skills (increase all Difficulty Numbers by +2 if the character does not establish and maintain physical contact with his target).

Routine: Sharing memories with a willing target of one's own species
Moderate: Sharing memories with an unwilling target of one's own species
Challenging: Sharing memories with a willing target of another species
Difficult: Sharing memories with an unwilling target of another species
Nearly Impossible: Sharing memories with a completely alien being
Specializations: None

Mind Shield (Psi)

Characters with Mind Shield can resist psionic attack or influence. They use this skill when making Opposed Tests to resist other Psionic Skills.

Specializations: None

Projective Empathy (Psi)

Projective Empathy is the ability to transmit feelings. This allows the character to, for example, project fear, trust, confidence, anxiety, or despair into the mind of another person. For skill levels 1–3, an empath can only project emotions he is currently experiencing himself; at skill level 4 and beyond, he can transmit any emotion, regardless of whether he currently feels them himself.

Routine: Target of one's own species, receptive to the empathy

Psionic Skills Range

Range	Difficulty Modifier
Touch	–1
Point Blank (5 m or less)	+0
Short (5.1–20 m)	+1
Medium (20.1–50 m)	+2
Long (50.1–100 m)	+3
Extreme (over 100 m)	+4

Psionics Modifiers

Circumstance	Difficulty Modifier
Environmental interference	
Strange energy fields which warp psionics	+1 to +3
Using psionics through large amounts of dense material	+1 to +2
Large number of minds thinking or feeling the same thing (Receptive Skills only)	
2 minds	–1
3–4 minds	–2
5–8 minds	–3
9–16 minds	–4
17–32 minds	–5
33–64 minds	–6
65–128 minds	–7
129–256 minds	–8
257–512 minds	–9
513–1,024 minds	–10
... and so on	
Character or target is injured	See Wound Level Table
Character is in combat	+1
Extremely strange, bizarre, or unusual minds	+1 to +3

Moderate: Target of one's own species, unreceptive to the empathy
Challenging: Target of another species, receptive to the empathy
Difficult: Target of another species, unreceptive to the empathy
Nearly Impossible: Target is quasi sentient or completely alien
Specializations: None

Projective Telepathy (Psi)

Projective Telepathy is the ability to transmit thoughts directly into another character's mind. Generally it serves as an advanced, foolproof form of communication, but in some situations a character may use it to distract or confuse an enemy. With a Difficult (12) or higher Test Result, a character with Projective Telepathy can also alter or influence a target's memories to, for example, make him think of an old enemy as a long-time friend, or forget that he ever saw the character.

Routine: Target of one's own species, receptive to the telepathy
Moderate: Target of one's own species, unreceptive to the telepathy
Challenging: Target of another species, receptive to the telepathy
Difficult: Target of another species unreceptive to the telepathy; erasing or altering a character's memories
Nearly Impossible: Target is quasi sentient or completely alien
Specializations: None

Receptive Empathy (Psi)

Receptive Empathy allows a character to sense the emotions of persons near him. In most cases this means a general perception of the target's feelings—anger, hostility, peace, happiness, and so on—but with a high enough Test Result, the character may obtain extremely precise information about the target's current emotions.

Routine: Target of one's own species, susceptible to the empathy
Moderate: Target of one's own species, resistant to the empathy
Challenging: Target of another species, susceptible to the empathy
Difficult: Target of another species, resistant to the empathy
Nearly Impossible: Target is quasi sentient or completely alien
Specializations: None

Receptive Telepathy (Psi)

Receptive Telepathy allows a psionic character to read the surface thoughts of a nearby target. If he wishes, he may also try to probe more deeply into a target's thoughts. This increases the Difficulty of the Receptive Telepathy Test by at least one category, but provides more information about the character, his actions, and those he associates with. However, characters cannot use Receptive Telepathy to read a target's memories; that requires Mind Meld.

Routine: Target of one's own species, susceptible to the telepathy
Moderate: Target of one's own species, resistant to the telepathy
Challenging: Target of another species, susceptible to the telepathy
Difficult: Target of another species, resistant to the telepathy
Nearly Impossible: Target is quasi sentient or completely alien
Specializations: None

Advantages and Disadvantages

Players use advantages and disadvantages to customize their characters. They describe interesting physical, mental, psychological, and social traits not quantified by attributes and skills. Advantages and disadvantages often increase or decrease Test dice, improving or reducing a character's chances of successfully performing specific actions during game play.

Advantages provide a *Star Trek: Deep Space Nine Roleplaying Game* character with some kind of special ability or asset. They cost Development Points (the cost is indicated in parentheses after the name of the advantage). Most advantages—particularly those providing bonus dice or similar quantifiable benefits—can only be given to an individual character once. A few, such as Ally or Contact, may be taken multiple times.

Disadvantages adversely affect characters, encumbering them with hindrances or limitations such as poor eyesight, illness, physical disability, and so on. They cost "negative" Development Points. By taking them, the character gains Development Points to spend on other things. The additional points are indicated in parentheses after the name of the disadvantage.

Typically, characters are born with advantages and disadvantages, occasionally developing them during their Background History. In this sense, advantages and disadvantages serve to flesh out a character's history. For example, taking the advantage Alien Upbringing for a character tells us he grew up on a planet alien to his own culture—a Ferengi raised on Earth, for example. Purchasing the disadvantage Rival during the character's Advanced Training stage, however, establishes that the character developed a rivalry while engaging in advanced study. Choose those elements which best fit the character's concept. They relate to the character's personal development, family relationships, and personality.

Advantages

Alertness (+2)

The character has an innate "danger sense." He receives an additional die when making Tests in reaction to a potentially dangerous situation. The Narrator rolls a Search Test secretly and informs the player if it succeeds. Typically, this advantage imparts only vague information—"You feel like someone's watching you," or "Something doesn't *feel* right." Alertness doesn't represent a true, psychic power; instead, it reflects the character's subconscious powers of observation.

Alien Upbringing (+1)

Members of another species raised the character from early childhood on an alien planet. For example, the Human Rozhenkos raised Worf on Gault. The player must determine the reason why members of another species raised the character and what effect this had on his development. Choose the skills listed on the Template for the species that raised the character. If the character wants to learn the skills native to his species (*i.e.*, those on his species' Template), he must purchase them with Development Points. A Human raised on Ferenginar, for instance, would possess typical Ferengi skills from the Ferengi Template, since he was taught to buy, sell, and make latinum however he could, but he retains the attributes from the Human Template. He can learn Human skills if he wants to, but must purchase them with Development Points.

Ally (+2 to +5)

The character maintains a close relationship—either as a friend or relative—with someone in a position of power. That person will go out of his way to help the character. The cost of this advantage depends on the Ally's position; see the accompanying table for guidelines. The player and Narrator should flesh out the ally.

Ambidexterity (+2)

The character can perform actions (firing a weapon, operating machinery, and so on) with either hand without suffering the standard +1 Difficulty penalty for using his "off hand." Multiple Action Penalties (see page 113) still apply.

Athletic Ability (+2)

The character possesses an innate talent for athletic endeavors. He excels at physical activities like running, jumping, and throwing. Whenever he uses physical activity skills (such as Athletics, Acrobatics, Unarmed Combat, or Primitive Weaponry), he receives an additional die to roll for related Tests.

Bold (+1)

The character is bold, forging ahead when others fear to go on. Whenever he takes the initiative in a situation, he receives an extra Courage Point to spend. The Narrator should require the player to roleplay this advantage to receive its benefits.

Commendation (+1 to +3)

For his valorous and noteworthy actions, the character receives a commendation from a planetary or imperial government, such as the Klingon High Council or Bajoran Provisional Government. Receiving a Commendation may also involve an award of Renown Points, but does not automatically mean a character also receives Renown. The Commendation received depends on the number of points spent on this advantage (see accompanying table).

Contact (+1 to +3)

The character benefits from a connection with a person of influence and/or power. His Contact can sometimes perform

Master Advantages/Disadvantages List

Advantages

Alertness (+2)
Alien Upbringing (+1)
Ally (+2 to +5)
Ambidexterity (+2)
Athletic Ability (+2)
Bold (+1)
Commendation (+1 to +3)
Contact (+1 to +3)
Curious (+1)
Department Head (+1 to +4)
Double-jointed (+2)
Eidetic Memory (+3)
Enhanced Vision (+2)
Engineering Aptitude (+3)
Excellent Balance (+1)
Excellent Chemoreception (+1)
Excellent Hearing (+2)
Excellent Metabolism (+1)
Excellent Sight (+2)
Famous Incident (varies)
Favor Owed (+1)
High Pain Threshold (+2)
Innovative (+1)
Language Ability (+2)
Mathematical Ability (+3)
Medical Remedy (varies)
Mixed Species Heritage (+6)
Multitasking (+2)
Night Vision (+2)
Organ Redundancy (+2)
Patron (+2 to +4)
Peripheral Vision (+1)
Political Rank (+2 to +6)
Promotion (+0 to +6)
Quick-draw (+2)
Rapid Healing (+1)
Religious Rank (+0 to +5)
Resolute (+3)
Sense of Direction (+1)
Sense of Time (+1)
Sexy (+2)
Shrewd (+1)
Species Friend (+2 to +5)
Strong Will (+2)
Tactical Genius (+3)
Telepathic Resistance (+4)
Toughness (+2)
Wealth (+1 to +6)
Weapon Master (+2 or +4)
Zero-G Training (+2)

Disadvantages

Addiction (–1 to –3)
Argumentative (–1)
Arrogant (–1)
Bloodlust (–2)
Chronic Pain (–2)
Code of Honor (–2 to –5)
Compulsion (–1 to –3)
Dark Secret (–1 to –3)
Dependent (–2)
Diminished Social Status (–1 to –3)
Exile (–4)
Fanatic (–2 to –3)
Greedy (–1)
Hides Emotions (–2)
Hypochondria (–1)
Impulsive (–1)
Intolerant (–1 to –3)
Low Pain Threshold (–2)
Marked Man (–1 to –3)
Medical Problem (–1 or –3)
Obligation (–1 to –3)
Obsessive Tendencies (–3)
Pacifism (–1 to –5)
Phobia (–2 to –5)
Physically Impaired (–1 to –3)
Poor Chemoreception (–1)
Poor Hearing (–1)
Poor Sight (–2)
Power-hungry (–1 or –2)
Rival (–1 to –3)
Romantic Attachment (–1 to –3)
Shady Background (–1 to –5)
Slow Healing (–2)
Species Enemy (–3 to –5)
Suppressed Memory (–2)
Sworn Enemy (–1 to –3)
Vengeful (–1 to –2)
Weak Will (–2)
Weakness (–2)
Zero-G Intolerance (–2)

small favors for him, as long as doing so is within his power and won't expose him to appreciable danger or difficulty (physical, legal, or otherwise). The player and Narrator should flesh out the Contact and establish his identity and position prior to the start of play. The amount of points spent on this advantage determines the Contact's position and usefulness (see table).

Curious (+1)

When the character sees a locked door, he wants to know what's behind it, and when he encounters a mystery—historic, scientific, criminal, or otherwise—he's determined to find the answer. Whenever he's confronted with the unknown, he receives an additional Courage Point to spend.

Department Head (+1 to +4)

The character is in charge of a department on his space station or starship, such as Engineering, Medical, Science, Security, or Tactical. The cost of this advantage depends on the class of ship or size of the station (see accompanying table). In order to head a department, a character must possess the rank of full Lieutenant (or equivalent) or higher, although a Lieutenant (JG) might serve as department head on an *Oberth*- or *Saber*-class ship or a small station. Due to the casualties caused by the Dominion War, finding junior officers serving as department heads is not as uncommon as it once was.

Double-Jointed (+2)

The character has an unusually flexible body. He receives an additional die when making Tests to escape from restraints (or when grabbed), fit into tight places (like a Jefferies tube), or reach into cramped areas (like ODN panels).

Eidetic Memory (+3)

The character has a "photographic memory" and can remember everything he sees or hears (including information read from PADDs). He can't teach himself how to program computers just by reading a file on how it's done, but he can remember everything he read about the process and, perhaps, try to muddle through it. Use common sense when exercising this ability; it should not apply to general skill use or provide a character with free access to every skill in the book. Just because a character has seen someone perform *bat'leth* fighting or read about building starships doesn't mean he can do it, too. The Narrator might rule that, at best, a character's reliance on this ability to use a skill he lacks counts as untrained skill use (even though the skill is one which characters can't normally use untrained). Cardassians possess this advantage thanks to the intense memory training they receive as children.

Enhanced Vision (+2)

The character can perceive wavelengths not normally perceptible by Humans. Geordi La Forge's VISOR grants him this advantage. Tellarites also possess Enhanced Vision because of their species ability to see infrared light. In many situations, this advantage gives the equivalent of Night Vision (*q.v.*).

Ally

Cost	Ally
2	Fellow officer, local constable, midlevel bureaucrat
3	Starbase commander, starship captain, judge, high-level executive of a corporation, fairly notorious organized crime figure
5	A Starfleet Admiral, a Federation Diplomat, the Vulcan Ambassador

Commendation

Cost	Commendation
1	Commendation (Starfleet's Preantares Ribbon; Bajoran Service Medallion; Klingon *Kre'jok*)
2	Minor Award (Starfleet's Palm Leaf of Axanar Peace Mission; Bajoran First Minister's Award; Klingon Empire Medallion)
3	Major Award (Starfleet's Christopher Pike Medal of Honor; Bajoran Golden Orb; Klingon Order of Kahless)

Contact

Cost	Contact
1	Fellow officer, local constable, middle-level bureaucrat
2	Space station commander, starship captain, judge, high-level executive of a corporation, high-ranking espionage agent, fairly notorious organized crime figure
3	A Starfleet Admiral, an important Klingon diplomat, a member of the Detapa Council

Department Head

Cost	Ship/Station Type
1	*Oberth*-class or *Saber*-class ship; Cardassian or Klingon scouts or specialized ships; small stations (up to 150 people)
2	*Miranda*-class or *Intrepid*-class ship; Cardassian or Klingon destroyers or escorts; medium stations (151–1,000 people)
3	*Nebula*-class, *Excelsior*-class, or *Akira*-class ship; Cardassian or Klingon cruisers or frigates; large stations (1,001–5,000 people)
4	*Galaxy*-class ship; Cardassian or Klingon battleships or warships; very large stations (5,001 people or more)

Engineering Aptitude (+3)

The character has been blessed with an innate talent for working with mechanical devices and comprehending engineering principles. He can understand, operate, and repair machinery such as warp drives, tricorders, and transporters more easily and better than most people. When making any Engineering Skill Test, he may roll one extra die.

Excellent Balance (+1)

The character possesses an acute sense of balance. He walks with extreme grace and rarely falls down. When making Athletics or Acrobatics Tests, or whenever balance is essential to the successful completion of some task, he may roll one extra die.

Excellent Chemoreception (+1)

The character possesses a well developed sense of smell. His ability to perceive odors, distinguish between similar smells, and determine the source of a smell are much greater than those of the average person. Whenever he makes scent- or taste-based Tests (such as some Search Tests), he may roll one extra die.

Excellent Hearing (+2)

The character's sense of hearing is exceptional. His ability to hear sounds, distinguish between similar sounds, and determine the source of a sound are much greater than those of the average person. Whenever he makes hearing-based Tests (such as some Search Tests), he may roll one extra die. Ferengi possess this advantage thanks to their large earlobes, and the Vorta have been bred to possess it as well.

Excellent Metabolism (+1)

The character is extremely fit. When making Tests to resist the effects of disease, age, or poison, he may roll one extra die.

Excellent Sight (+2)

The character has an acute sense of sight. His ability to see things which other people might overlook (such as a tiny piece of evidence, a disruptor concealed beneath someone's coat, or ambushers hiding in the brush) is much greater than that of the average person. Whenever he makes sight-based Tests (such as most Search Tests), he may roll one extra die. The Dominion breed the Jem'Hadar to have this advantage.

Famous Incident (varies)

The character was somehow pivotally involved in an extremely significant or important event (for example, he spearheaded a key offensive during a major battle, negotiated a key peace treaty, or committed an infamous crime). The player and Narrator should determine exactly what the character did (or reputedly did—just because someone's famous for something doesn't mean he was actually responsible for it!). For every Development Point spent on Famous Incident, the character receives 2 Renown Points (in whatever Aspect the player chooses).

Characters from military or quasimilitary backgrounds, such as Starfleet or the Imperial Klingon Defense Forces, sometimes take this advantage together with Promotion. This indicates that the character received an increase in rank based on his heroic or valiant deed.

Joined Trill characters frequently take this advantage not to represent one incident in which they participated, but to reflect the well known accomplishments of all their hosts.

Favor Owed (+1)

The character once did something important for a highly placed associate—for example, a Starfleet officer, high-ranking government official, member of the Obsidian Order, or the like—and can now call on that person for a favor in return. The favor is significant enough that the associate may place himself in physical or social danger to assist the character. Once the character calls in his favor, the two characters are even (though they may remain friends, or the character could buy the associate as a Contact).

High Pain Threshold (+2)

The character can withstand more pain than most people. When he suffers injuries, reduce the Skill Test modifier (if any) by 1. For example, when Injured, he suffers a +1 Difficulty to Skill Tests, rather than the standard +2. This benefit applies to the *total* Skill Test modifier, not to each injury separately; a character who is Stunned and then Injured would suffer a +1

Using Connections

Players can abuse the *Ally*, *Contact*, and *Patron* advantages if you let them. To prevent such abuse, these connections should only affect the game once every few episodes. If the character relies on his friends to solve all his problems, why even bother adventuring?

If a character uses his powerful connections too frequently, have him make a Challenging (ID) Charm (Influence) Test. If he succeeds, his Ally or Patron assists him as usual. If he fails, his friend cannot, or will not, help him at this time. Increase the Difficulty level for succeeding Tests until the character fails. Then he may have to do a favor for his friend to get back in his friend's good graces.

Difficulty, not 0 (see "Effects of Injuries," page 118). When making Tests to resist physical torture or pain, the character may roll one extra die.

Innovative (+1)

The character tends to have a fresh and intriguing perspective on most problems, which leads him to new and unusual solutions for them. Whenever a situation requires original thinking, he receives an additional Courage Point to spend.

Language Ability (+2)

The character possesses an intuitive understanding of the use and structure of languages. Whenever making a Skill Test with any language, he may roll one extra die. However, he must have at least one skill level in a language for this bonus to take effect; this advantage confers no ability to understand tongues the character has not studied or learned from experience.

Mathematical Ability (+3)

The character possesses an instinctive understanding of the principles of mathematics. Whenever making Tests with Computer, Life Sciences, Physical Sciences (Mathematics), or Space Sciences, he may roll one extra die. (Of course, the character must have at least one level in these skills for this bonus to apply—a genius ability to perform mathematical calculations doesn't help a character program a computer unless he already knows something about programming.) Ferengi, who have an intrinsic comprehension of numbers, possess this ability; so does Dr. Julian Bashir, thanks to his extensive training and genetically enhanced brain.

Medical Remedy (varies)

The character suffers from a physical condition represented by a Medical Problem or Physically Impaired disadvantage (for example, blindness, paralysis, or muteness). However, he has a remedy for his affliction, such as a genetic replacement or a bionic prosthetic. For example, a blind character might receive new eyes or a VISOR.

The cost of this advantage varies. If the replacement part or remedy acts merely as a substitute for the character's standard ability—such as cybernetic eyes which duplicate normal eyesight—the cost of the Medical Remedy equals the cost of the corresponding disadvantage. For example, if Kineron Prel is Physically Impaired: Blind (–3), his Medical Remedy (replacement eyes) costs 3 Development Points.

Because the two Traits essentially cancel each other out in this situation, do not count the points gained from taking the Medical Remedy and Medical Problem/Physically Impaired toward the total number of points the character can gain from taking disadvantages or spend on advantages. For example, if the Narrator allows characters to have no more than 8 points of advantages and disadvantages, Prel could have 8 points in *addition* to the 3 points received for his Medical Problem, and could buy 8 points' worth of advantages in addition to the 3 points spent on his Medical Remedy.

Sometimes a Medical Remedy actually *improves* the character's abilities. For example, cybernetic eyes might provide him with Night Vision in addition to normal eyesight. In this case, the points spend on those "extra" abilities *do* count toward the character's advantage total.

Amy wants to give her character, Kisah'rul, a missing eye—the result of a war wound received while she was in the Bajoran resistance. She chooses the Medical Remedy advantage and Physically Impaired disadvantage. She decides Kisah'rul has a cybernetic eye which transmits visual signals directly to her brain, allowing her to "see" with full depth perception. If the eye simply allows Kisah'rul to see normally, its cost balances against the cost of her Physically Impaired disadvantage, but does not count against her total advantages. However, Amy decides the eye includes Night Vision. This costs +2 points for the additional advantage and counts against her advantage total.

Ensign Nog's Biosynthetic Leg

When Ensign Nog's natural leg (his left one) was injured by a Jem'Hadar phaser, its nerve endings could not be healed. Doctor Bashir replaced it with a biosynthetic leg. The new leg almost perfectly replicates the functions of Nog's normal leg, although he did require some rehabilitation before he was used to walking on it. In game terms, Nog's missing leg is a –2 Physically Impaired, but the biosynthetic replacement provides a +2 Medical Remedy for that problem. Since the leg only matches a normal leg and does not enhance Nog's abilities, it costs him 0 Development Points.

Mixed Species Heritage (+6)

The character is a halfbreed. His parents were from two different species—Cardassian/Bajoran, Vulcan/Centauran, Klingon/Human, or the like. This makes him a unique individual who receives the best parts of his genetic heritage.

The player must choose which two species his character's parents belonged to, and then decide which species is dominant. Pick three of the character's attributes from the dominant species' Template, and the other two from the other species' Template. Choose an Overlay and Background History normally, but keep the character's mixed parentage in mind—in some societies, such as Cardassia, crossbreeds are

scorned and don't have the full range of opportunities open to "normal" people. Work with the Narrator to develop the type of character you want to create.

Tora Ziyal has a Cardassian father and Bajoran mother. Physically, she is mainly Cardassian, but she does possess certain Bajoran characteristics as well. During Background History development, the Narrator might allow a player creating a Ziyal-like character to "buy off" the Species Enemy disadvantage which Cardassians normally have by spending 4 Development Points. The player might also allocate points to the skill History (Bajoran) or World Knowledge (Bajor) to simulate the character's knowledge of her mother's homeworld.

Multitasking (+2)

The character is able to keep two diverse thoughts in his mind without confusing them. This allows him to perform one additional Intellect Skill-based action each round without incurring a Multiple Action Penalty (see page 113). If he performs more than two actions in a round, he incurs the standard Multiple Action Penalties (+1 to all Difficulty Numbers for three actions, +2 for four, and so on). Off Hand penalties still apply.

Gul Besar attempts to make a Demolitions (Bomb Disposal) Skill Test while also trying to neutralize a security device using Security (Security Systems). Both are Intellect skills, so he does not incur the Multiple Action Penalty. Later on, Besar's player wants to shoot a hand phaser while also firing his ship's phaser. Shipboard Systems (Tactical) is an Intellect skill, while shooting a phaser is a Coordination skill, so he doesn't suffer a Multiple Action Penalty (because he's allowed an additional Intellect Skill-based action). Finally, Besar finds himself attacked by two Bajorans, and he wants to shoot both. Because both actions are Coordination skills, he suffers a Multiple Action Penalty; Multitasking provides no benefit in this situation.

Night Vision (+2)

The character can see better at night and in darkness than most people. This advantage counteracts up to a +2 Difficulty penalty for darkness, smoke, or other vision-obscuring phenomena (see "Visual Cover," page 116). Additional vision penalties still apply, though (for example, in total darkness, which imposes a +3 Difficulty penalty, the character suffers a +1 Difficulty penalty). To obtain the benefits of this advantage, the character's eyes must first become accustomed to the gloom; this requires 1d6 rounds.

Organ Redundancy (+2)

Some alien species possess multiple sets of vital organs. This makes them harder to injure or kill. In game terms, a character with this advantage has an extra "Wounded" and "Incapacitated" Wound Level—he has to mark each of those Wound Levels off of his sheet *twice*, not once, before dropping to the next level. Klingons possess this advantage, which they call *brak'lul*; Lurians also have duplicate organs.

Patron (+2 to +4)

Your character has a special relationship with someone of importance or influence. This person watches his career with great interest (he may even have helped get it started by, for example, providing him with his first job) and continues to keep an eye on the character. Sometimes, when the character gets into trouble, his Patron helps him smooth things out or correct the problem. The more points spent on this advantage, the more influential the Patron is and the more often he helps the character during times of need (see accompanying table).

Peripheral Vision (+1)

The character's field of vision is unusually wide. Whenever he makes sight-based Search Tests or other Tests where having a wide field of vision would prove helpful, he may roll one extra die.

Political Rank (+2 to +6)

The character has obtained or achieved a high position in a government (see the table). He wields great personal power, has underlings who obey his orders, and may even have overall command of one or more planets, space stations, or starships. Of course, being a powerful governmental official creates its share of problems as well; rivals, assassins, and similar nemeses rear their heads from time to time. The Narrator may limit the level at which this advantage can be bought.

Promotion (+0 to +6)

The character, who belongs to a military or quasimilitary organization, obtains a promotion. Increase his rank by one

level—from Lieutenant to Lieutenant Commander, for instance. Characters should receive Promotions one rank at a time, to simulate the character's advancement during his early years in the organization.

The accompanying table indicates the cost for each rank. These costs are cumulative (a character who has spent 2 points to become a Starfleet Lieutenant must spend an additional 3 points to become a Lieutenant Commander).

Characters cannot just buy high ranks (such as Commander or the equivalent) with Development Points. They must also meet certain requirements regarding their knowledge of and skill at their jobs (and related jobs), and perhaps even have achieved certain fame (*i.e.*, they must have achieved certain skill levels and Renown totals; see pages 188-190).

No beginning character may start play with a rank higher than Lieutenant Commander (or equivalent), unless the Narrators gives his permission.

Steve's character, Arnel Lantis, starts the character creation process with the rank of Ensign. During his Background History, he purchases the rank of Lieutenant (JG) for 1 point. Later on, he decides to purchase another rank, to full Lieutenant, costing him another 2 points.

Quick-draw (+2)

The character's combat reflexes are finely honed. When making Initiative Tests to determine who acts first in combat (see page 111), he may roll one extra die (in addition to any bonus dice received for his Reaction edge).

Rapid Healing (+1)

The character is blessed with a high metabolism or some other factor which allows him to recover from injuries quickly. Halve the time it takes him to heal naturally. Furthermore, he may roll one extra die when making Natural Healing Tests, and the Difficulty of all Tests he makes to determine the effects of medical attention are reduced by 1. See "Healing," page 121, for rules about recovering from injury.

Rapid Healing is not the same as Toughness or High Pain Threshold. It represents a character's ability to recover from injuries quickly. Toughness, on the other hand, affects whether he suffers injury at all (it doesn't affect his recuperative abilities). High Pain Threshold represents a character who can resist pain (including some of the effects of injury) well, but has no effect on the healing process itself.

Religious Rank (+0 to +5)

The character occupies a high position within a religious organization (see table, pg. 90). Depending upon the society in which he lives, this may or may not give him influence in secular society as well—for example, the Kai of Bajor wields extensive political power. The Narrator may limit the level at which this advantage can be bought in his series.

Resolute (+3)

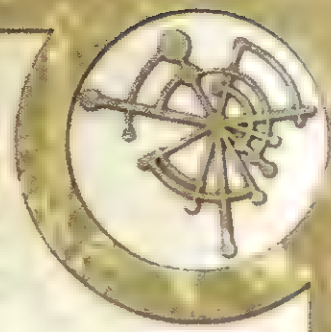
The character refuses to give up. No matter what the odds, he keeps striving for success. If enemies capture the station, he'll keep trying to retake it until he succeeds. Once he makes a decision, he sticks with it. Whenever he's directly pursuing one of his goals, he may roll one extra die on all appropriate Tests.

Patron

Cost	Patron
2	Moderate figure (a government official on a key planet; an officer (no higher than Captain) in a military or quasi-military organization; an equivalent figure in another galactic entity (such as a typical Cardassian *gul*))
3	Influential figure (an important figure in the political life of a major galactic power, such as Ambassador Spock, a Romulan admiral, or a member of the Detapa Council)
4	Important figure (President Jaresh-Inyo of the UFP, Chancellor Gowron of the Klingon High Council, Gul Dukat)

Political Rank

Cost	Position
2	Major local figure (mayor of an important town; regional governor); minor planetary figure (a relatively unknown planetary legislator; low-ranking house leader in the Klingon High Council)
3	Head of a national government; major planetary figure (a legislator of some renown, such as most Romulan Senators or Cardassian Legates; leader of a powerful faction in the Bajoran Chamber of Ministers)
4	Minor planetary official (member of the Detapa Council or Cardassian Central Command; prominent member of the Klingon High Council or Bajoran Chamber of Ministers)
5	Major planetary official (Klingon Chancellor; leader or powerful member of the Detapa Council)
6	Ruler of a planet



Promotion Cost

Cost	Rank: UFP	Bajoran	Cardassian
0	Ensign	Ensign	Garresh
1	Lieutenant (Junior Grade)	Lieutenant (Junior Grade)	Kel
2	Lieutenant	Lieutenant	Glinn
3	Lieutenant Commander	Captain	Dalin
4	Commander	Major	Dal
5	Captain	Colonel	Gul
6	Admiral	General	Jagul

Religious Rank

Cost	Rank
0	Low rank (church deacon; monk)
1	Minor rank (minister; priest; monsignor; Bajoran *ranjen*)
2	Regional or national rank (bishop; Vulcan priestess; Bajoran *prylar*)
3	International or planetary rank (archbishop; cardinal; Bajoran *vedek*)
4	Religious leader of entire planet or faith (the Pope; the Kai of Bajor)
5	Semidivine figure or figure of beneficial prophecy (a saint; the Emissary of the Prophets)

Species Friend Cost

Cost	Species
2	Obscure or unimportant species (Skrreeans)
3	Lesser or distant species (Dosi, Thollans)
4	Major or locally important species (Andorians, Bajorans, Breen, Cardassians, Ferengi, Tellarites)
5	Widespread species (Humans, Klingons, Romulans, Vulcans)

The Narrator determines when a character is "directly pursuing one of his goals." Don't read this concept so broadly that characters get a bonus for "resolutely phasering the Jem'Hadar" or "completing my goal of getting a date with Kineron Prel." Characters should only receive a Resolute bonus for directly pursuing important goals (and they should roleplay the situation appropriately as well). Typically these goals should be relatively long-term ones, like conquering an enemy planet or building a new space station, not short-term ones like winning a combat.

Resolute is similar to the Obsessive Tendencies disadvantage, but allows a character greater self-control. Unlike an obsessed person, a Resolute character can decide to "break off" his course of action at any time.

Sense of Direction (+1)

The character has a good head for directions—once he's visited a place, he can always remember how to get back to it, and he can't get lost there. He need not make any Tests to do this; Sense of Direction functions automatically.

Sense of Time (+1)

Thanks to his internal clock, the character always remains aware of the time (though his internal clock has a plus or minus 10% margin of error). This comes in handy when the character needs to determine how long he's been unconscious, how long until the bomb he set detonates, and so forth. He need not make any Tests to do this; Sense of Time functions automatically.

Sexy (+2)

The character has been blessed with a charming personality and good looks. He may roll one extra die when making Presence-based Skill Tests on members of the opposite gender—even those belonging to other species.

Shrewd (+1)

The character is nobody's fool. He knows when someone's trying to deceive, trick, or persuade him, and he can resist such manipulation easily. He receives an extra Courage Point to spend to resist attempts to bluff, Fast Talk, or lie to him.

Species Friend (+2 to +5)

For some reason—his past actions, his family history, or the like—the character has become known as a friend and ally to a given species. For example, a Human who helped to save many Bajoran refugees from the Cardassians during the occupation might be considered a Species Friend of the Bajoran people. Whenever members of that species make Renown Tests (see page 109) to determine who he is, or he makes a Charm or Persuasion Test against a member or members of that species, he may roll one extra die (or the character making the Renown Test may roll one extra die). For Renown Tests, any recognition

Wealth

Cost	Wealth (in bars of gold-pressed latinum)
1	1–50
2	51–500
3	501–5,000
4	5,001–50,000
5	50,001–500,000
6	500,001 or more

of the character will probably be positive, even if the species would normally not react well to his Aspects. A character cannot be a Species Friend to his own species (or, if he has Mixed Species Heritage, for either of his species).

Strong Will (+2)

The character's willpower is much greater than that of most people. Whenever someone tries to influence or coerce him (such as with Behavior Modification, Fast Talk, or Intimidation), he may roll one extra die when making Skill Tests to resist. Furthermore, Strong Will offers a small degree of protection against Telepathy. While only the Telepathic Resistance advantage completely shields a character's mind from Telepathy, a character with Strong Will can protect certain thoughts or memories from telepathic reading. As a good rule of thumb, the character can shield one important thought or memory for each point of Presence+Willpower he has.

Tactical Genius (+3)

The character possesses an innate sense of tactics and strategy which makes him hard to defeat as a military commander. Whenever he makes Planetary Tactics, Starship Tactics, Strategic Operations, and Administration (Logistics) Skill Tests, he may roll one extra die.

Telepathic Resistance (+4)

For some reason—such as the structure of his brain, his immense willpower, or his latent psionic powers—the character is immune to telepathy and empathy. Ferengi have this advantage due to their four-lobed brains; Dopterians have it for a similar reason. Telepathic characters, including most Vulcans and Betazoids, may become suspicious of characters whose minds are closed to them. This advantage only becomes apparent to a telepath when he attempts to read the character's mind and fails.

Toughness (+2)

The character has a high degree of resistance to injury. For purposes of withstanding damage, he is considered to have +2 Fitness, even if he already has the maximum Fitness for his species (see "Effects of Injuries," page 118, for more information on injuries). A character with this advantage cannot have a negative Vitality edge.

Toughness differs from High Pain Threshold and Excellent Metabolism. High Pain Threshold reduces the effects of injury, whereas Toughness makes it harder for the character to suffer injury in the first place. Excellent Metabolism makes a character more resistant to disease; Toughness has no effect on illness.

B'nak takes the Toughness advantage to reflect his Klingon constitution. He has a Fitness of 3, but for the purposes of determining how many wounds he can take per Wound Level, his Fitness is 5.

Wealth (+1 to +6)

The character is rich. He has plenty of money and can buy pretty much whatever he wants, within reason. This advantage may not mean much in the Federation, where money isn't in common use, but it can be extremely important on the Federation frontiers and in other societies, where merchants often spurn credits in favor of good, hard latinum. Figures on the accompanying table show the character's annual income in bars of gold-pressed latinum. The character may, at the Narrator's option, have wealth in some other form (ownership of a business or ship, for example).

Weapon Master (+2 or +4)

The character is a master fighter with a particular type of melee weapon (for example, a *bat'leth* or *kar'takin*). For 2 Development Points, he gains +1 to all Tests to hit targets in combat with that weapon; for 4 Development Points, he gets +2. Characters may buy Weapon Master multiple times for multiple weapons (but cannot buy it more than once for the same weapon). Characters cannot buy Weapon Master for ranged weapons.

Zero-G Training (+2)

The character has received special training in functioning in zero-gravity situations. Thanks to this training, he ignores the standard +1 Difficulty penalty for taking action in zero gravity. Note that this advantage is not the same thing as the Personal Equipment (Environmental Suit) skill.

DISADVANTAGES

Disadvantages represent personal hindrances, flaws, or failings. They make characters more "human," more approachable, and give them obstacles to overcome—being a hero is about more than just saving the day, it's about triumphing over one's own limitations as well.

In game terms, disadvantages give a character some additional Development Points to spend on attributes, edges, advantages, or skills. Each disadvantage's description includes a negative point value which indicates the number of Development Points a character receives for taking that disadvantage. For example, a Code of Honor has a value of –2 to –5; therefore, depending on the extent of a character's code, he receives an extra 2 to 5 Development Points to spend.

Addiction (–1 to –3)

The character is addicted to a particular drug or other substance. Examples include the Jem'Hadar dependence on ketracel-white or Damar's "fondness" for kanar. The value of the disadvantage depends on how common and easily obtainable the substance is (see accompanying table).

A character with an Addiction must consume some of the substance to which he is addicted every day (or other time period established by the Narrator). For each day he does not consume the substance, he suffers mental and physical instability—reduce his Presence or Intellect by 1 (minimum of 1). When both attributes reach 1, reduce Fitness and Coordination by 1. When both Fitness and Coordination reach 1, the character has made it through "withdrawal" and is now freed of the need for the substance. If he cannot afford to buy off his Addiction, the Narrator should substitute some other appropriate Disadvantage, such as a Compulsion to seek out the substance even though he no longer "needs" it. Every day thereafter he gains back 1 point in each of his reduced attributes; when all of them have returned to their normal levels, he is completely healthy and "clean." At his option, the Narrator may substitute terminal effects (including loss of Wound Levels leading to death) for reduction of attributes.

Argumentative (–1)

The character loves to argue—even if he agrees with someone, he's likely to start an argument just for the fun of playing "devil's advocate." He sees arguing as a contest of wills or a game, something he enjoys for its own sake. Whenever an opportunity to argue or debate arises, he must spend a Courage Point or start arguing just to argue. This may temporarily reduce his Presence for making some Tests, as his behavior will offend some people. (Alternatively, the Narrator may require him to roll one fewer die when making Tests to influence others.) Tellarites usually have this disadvantage, although they see it as a virtue.

Arrogant (–1)

The character considers himself (or his particular culture or social group) superior to others. Whenever he makes Tests with Command, Persuasion, or Charm, he must spend a Courage Point to resist the temptation to flaunt his superiority, or roll one fewer die than normal. Odo, with his occasional contempt for the habits and mores of "humanoids," suffers this disadvantage, as does Jadzia Dax, though she usually expresses it quietly (and with just a trace of superiority) by pointing out other peoples' errors.

Bloodlust (–2)

Violence and causing pain provide the character with great joy. Whenever he gets into a fight, he can only stop if

Addiction

Value	Addiction
–1	Very common substance (*e.g.*, alcoholism)
–2	Common substance (*e.g.*, addiction to a drug which is relatively easy to obtain even though it is illegal; Garak's addiction to his cranial implant)
–3	Uncommon substance (*e.g.*, Jem'Hadar addiction to ketracel-white)

he spends a Courage Point or there's no one left to attack (and that includes his own friends and allies, whom he'll fight with once all enemies are down). Most Klingons have Bloodlust, although they don't really think of it as a disadvantage.

Chronic Pain (–2)

Some condition, such as an old war wound or chronic illness, causes the character to suffer extreme pain constantly. (Geordi La Forge, for example, suffers chronic pain from the use of his VISOR.) At least once every game session, the Narrator must require the character to make a Presence Test (modified by the Willpower edge). If the Test succeeds, the character suffers no negative effect from the pain. If it fails, he suffers a –1 die penalty to Fitness or Coordination Tests (Narrator's choice) for the rest of the scene due to the crippling pain.

Code of Honor (–2 to –5)

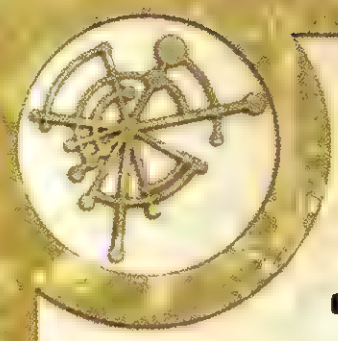
The character lives his life according to a "code of honor"—a set of personal guidelines and principles which he holds dear. Because of this code, he has to act in a certain way or do certain things (for example, never attack a weaker opponent first, never show fear, or always obey some rule or commander). While many characters find comfort and strength in their Codes of Honor, this is a disadvantage because the code often dictates the character's behavior, and in so doing places him in distressing or dangerous situations.

The penalties for violating a Code of Honor vary. In some cases, there may be no penalty (particularly if no one witnessed the violation). In most situations, the character will suffer scorn and ostracism for his failing, and may even earn negative Renown Points (typically equal in number to the level of the Code of Honor).

Codes of Honor are most interesting when a character has two (or more) which conflict. This usually means that no matter what the character does, he's likely to earn negative Renown. For example, Lt. Commander Worf attempts to follow both Code of Honor (Starfleet) and Code of Honor (Klingon). If someone insults him, his Klingon Code demands that he avenge his honor by attacking the insulter. However, his Starfleet Code mandates that he should not attack people for mere insults. So, regardless of what he does, he'll probably earn negative Renown. It's little wonder Worf's usually in a bad mood.

Compulsion (–1 to –3)

The character suffers from a psychological compulsion to do something. Examples include kleptomania (compulsion to steal objects, regardless of whether they are needed), pyromania (compulsion to set fires), and the desire to kill a specific person. When confronted with



Codes of Honor

Value	Code
–2	Prime Directive: May not interfere in a planet's development
–2	Code of Honesty: Never lie; never break your word once given
–2	Code of Fairness: Never take advantage of someone weaker
–2	Pledge: Never break your word about a particular subject (player must define the exact nature of the pledge or vow; may be worth more or less than –2, at the Narrator's discretion)
–3	Vulcan Code: Never give in to emotion; solve problems logically; violence breeds emotion
–3	Defender: Must protect the weak and innocent
–4	Starfleet Code: Must uphold the ideals and policies of Starfleet, including the Prime Directive
–4	Klingon Code: Always avenge an insult; never show cowardice
–5	Jem'Hadar Code: Obey the Founders and their servants unquestioningly; never surrender; victory is life; suicidal efforts to uphold the code are worthwhile

Compulsion

Value	Compulsion
–1	Uncommon circumstances
–2	Common circumstances (kleptomania)
–3	Very common circumstances (pyromania)

Dark Secret

Value	Secret
–1	Embarrassing ("You had an affair with *who*?")
–2	Career-ruining ("You're allowing a union to exist in a Ferengi bar?")
–3	Life-threatening ("You collaborated with the Cardassians?")

a situation where he is tempted to give in to his Compulsion, the character should roll a Presence Test (modified by Willpower), with a Difficulty Number based on the strength of the temptation. If the character does not succeed, he must give in to his Compulsion for at least one round (or for the minimum amount of time it takes to perform the act). The value of this Disadvantage depends upon how frequently the character must confront his compulsion.

Dark Secret (–1 to –3)

The character knows, does, or has done something so terrible that he must keep it absolutely secret. His secret might simply be embarrassing (such as the adulterous affair Curzon Dax had with Enina Tandro), but it could be something which would ruin him in business, or something blatantly illegal (such as Morn's participation in the Lissepian Mother's Day Heist). The disadvantage's value depends on just how damaging the secret could be to the character if revealed. The player and the Narrator should come up with the specifics of the secret together; that way the Narrator can use it as a plot element against the character from time to time.

Regardless of the secret's severity, the character will do just about anything to keep other characters from learning it.

If the universe at large learns a character's Dark Secret, he may earn a large number of negative Renown Points (depending on the nature of the secret) or be exposed to criminal prosecution or other punishments. If just a few people learn the secret, the character may be blackmailed with it or suffer some other unpleasant fate. Alternatively, a revealed Dark Secret may "mutate" into a Shady Background or some other appropriate disadvantage.

Dark Secret differs from Shady Background, although they do have some aspects in common. Most people know about, or can easily find out about, a character's Shady Background. Dark Secrets remain cautiously hidden. Revealing a Dark Secret is more likely to cause harm to a character than telling someone about his Shady Background.

Dependent (–2)

Someone depends on the character for emotional, financial, and/or physical support. This person might be a child or aged relative (such as Benjamin Sisko caring for Jake Sisko, or Rom caring for Nog), a disabled spouse, or simply someone the character encounters or associates with and feels responsible for (such as the way Odo once cared for a baby changeling).

Having a Dependent means the character must make every effort, up to and including sacrificing his own life if necessary, to protect and provide for that person. If he abandons his Dependent, he will likely earn substantial negative Renown Points, and perhaps suffer other penalties as well.

Diminished Social Status (–1 to –3)

The character suffers from some social condition or status which negatively affects his ability to interact with others (primarily others of his species). This ranges from being a slave or member of a lesser caste to belonging to a group which suffers from discrimination, to having undergone a ritual shaming. The value of this disadvantage depends upon the nature and degree of the diminishment (see table).

Exile (–4)

The character is exiled from his home planet (or some other world important to him). He cannot return to that world, on pain of imprisonment or death, and members of his species often refuse to associate with him. Garak, who's exiled from Cardassia Prime, suffers from this disadvantage.

Fanatic (–2 to –3)

The character exhibits extreme devotion to a philosophical ideal or principle. The source of this ideal could be a religion

Diminished Social Status

Value	Status
–1	Minor loss of status: belonging to a group which suffers mild discrimination (*e.g.*, being a halfbreed Bajoran/Cardassian on either Bajor or Cardassia)
–2	Major loss of status: belonging to a low caste or a group which is extremely discriminated against or oppressed (*e.g.*, Bajorans during the Cardassian occupation); loss of some societal privileges (*e.g.*, loss of some civil rights due to having been convicted of a crime)
–3	Extreme loss of status: being a slave or having similar social status (*e.g.*, a Tosk); loss of most or all societal privileges (*e.g.*, Klingon discommendation)

or religious sect, a nation (or other governmental body), a political philosophy, an individual, or the like. The character will do everything he can to defend and promote the ideal, even sacrificing his own life if necessary. Whenever the character must make a Skill Test related to or involving his ideal, such as a Persuasion Test to convert an unbeliever to his point of view, he must spend at least 1 Courage Point to improve the roll (assuming he has any left to spend), even if the roll would succeed without it.

Fanatic is worth –2 if the character is devoted to an uncommon event or phenomena (such as an obscure religious doctrine). It is worth –3 if the character the event or phenomena is common (such as Bajoran isolationism or a particular government) or if the character is suicidally devoted to his cause (such as Jem'Hadar devotion to the Founders).

For example, Gernac is a fanatic member of the Obsidian Order, on a mission to download data from Deep Space 9's computer. Unfortunately for him, the computer core is well guarded. Lacking any other alternative, Gernac attacks the security officers posted there, since his fanaticism makes him willing to risk the overwhelming odds in the hope of obtaining the information he seeks. He must spend a Courage Point on each Energy Weapon, Unarmed Combat, or similar Test he makes in his effort to reach the core. His Fanatic disadvantage is worth –3 points, since he commonly works on the Obsidian Order's behalf and is clearly willing to risk death for it.

Members of secret societies such as the Alliance for Global Unity, terrorist groups such as the Maquis, conservative religious sects like the one led by Winn Adami when she was a *vedek*, and intelligence agencies like the *Tal Shiar* typically have this disadvantage, as do many servants of the Dominion.

Greedy (–1)

The character has a real lust for latinum. Whenever there's an opportunity for profit, he *must* pursue it to the fullest (perhaps even risking criminal prosecution or other dangers) unless he spends a Courage Point to resist the siren song of money. If another character tries to dissuade him, subtract one die from any Tests he makes in that effort. Almost all Ferengi have this disadvantage, although they don't think of it as a hindrance.

Hides Emotions (–2)

The character conceals his true feelings, never allowing himself to display emotions. Other characters never truly know how he feels about anything and have a hard time coaxing information out of him. He suffers a –1 die penalty for all Presence Skill Tests involving emotion, including Charm, Fast Talk, Persuasion, and most applications of Command. Vulcans have this disadvantage, but they consider it a virtue.

Hypochondria (–1)

The character frequently suffers delusions that he's contracted some horrible disease or affliction. Despite all the efforts he takes to protect himself, such as using a filter mask whenever he goes into a strange environment, he's certain he's caught some virus. If a doctor is available, the character will often pester him or his staff with demands for obscure tests or requests for medication. Once convinced he doesn't have some disease, he'll soon find another one that he thinks he's caught.

Impulsive (–1)

The character prefers action—any action—to discussion or reason. Unless he spends a Courage Point to restrain himself, he plunges headlong into situations without thinking or listening to reason. Examples include picking a fight with several Klingon warriors, rushing pell-mell into battle, or entering a radiation-filled chamber to save the ship. If another character tries to dissuade him from his impulsive acts, subtract one die from any Tests made in that effort.

Intolerant (–1 to –3)

The character dislikes a particular group of people—anything from a relatively small group (such as adherents of a particular religion) to an entire species or culture—so much that he can't say anything nice about them or interact with them politely. Whenever he encounters or deals with a member of the group he despises, he must spend a Courage Point to keep from making his intolerance plain. If he spends the Courage Point, he can keep his true feelings to himself.

The value of this disadvantage varies based on the size of the group the character is intolerant of (see accompanying table on page 96).

Low Pain Threshold (–2)

The opposite of High Pain Threshold, this disadvantage signifies a character who has little tolerance for pain. He suffers an additional +1 Skill Test penalty for any injuries he receives. For example, a Stunned character suffers a +2 penalty to Skill Tests, not the standard +1. This penalty applies to the *total* Skill Test modifier, not to each injury separately; a character who is Stunned and then Injured would suffer a +3 Difficulty penalty, not +4 (see "Effects of Injuries," page 118).

Intolerant

Value	Target of Intolerance
–1	Bajorans, Breen, Ferengi, Orions, Nausicaans
–2	Humans, Klingons (in Beta Quadrant), Romulans, Starfleet personnel; Cardassians (in Alpha Quadrant)
–3	Everybody except the character's species

Marked Man

Value	Person/Organization Which Has "Marked" the Character
–1	Less powerful or influential than the character
–2	A peer (roughly)
–3	More powerful or influential than the character

Medical Problem

Value	Extent of Condition
–1	The condition is minor; –1 penalty to one attribute (determined at the time of creation) (or similarly hindering condition)
–3	The condition is serious; –2 penalty to one attribute (or similarly hindering condition)

Obligation

Value	Debt
–1	The debt causes the character a minor inconvenience
–2	The debt causes the character severe inconvenience or embarrassment
–3	The debt involves a significant amount of time, money, or effort and could get the character into trouble

When making Tests to resist physical torture or pain, or to heal wounds, the character rolls one fewer die.

Marked Man (–1 to –3)

A person or organization has targeted the character to suffer some terrible consequence for prior offenses or perceived wrongdoings. Usually this means death at the hands of an enemy or hired assassin, but it could also mean capture by authorities or anything along those lines. As indicated by the table in the sidebar, the value of the disadvantage depends upon the relative power of the enemy as compared to that of the character.

Medical Problem (–1 or –3)

The character suffers from a medical condition which requires daily, or almost daily, attention. The player and Narrator must determine exactly what condition the character has (including which attribute it affects), how he treats it, and what happens if he fails to get the treatment. The more severe the condition, the greater the value of the disadvantage (see accompanying table).

The penalties listed on the table apply cumulatively for each day the medication or treatment is missed. When the attribute reaches zero, the character lapses into a coma and dies in 2–12 hours.

At the Narrator's option, a condition can involve some problem other than the reduction of attributes. Some examples include joined Trill's dependence on their symbionts or allergy to insect bites (–0 Medical Problems, since they are not sufficiently disadvantageous to be worth points), the inability of some joined Trill to be transported (a –1 Medical Problem, since it hinders the character on a regular basis), or Cardassians' vulnerability to cobalt diselenide, a substance harmless to other humanoids (a –1 Medical Problem).

Amy decides to take Medical Problem as a disadvantage for her character, Kisah'rul. She and the Narrator decide that Kisah'rul suffers from a rare Cardassian neurological disease (–3). If she fails to take her medicine, she suffers a –2 die penalty to her Coordination.

Note that Medical Problem isn't necessarily the most appropriate way to represent a restricting physical condition. It's most appropriate for chronic diseases and similar maladies. For other problems, characters may prefer the Physically Impaired disadvantage (*q.v.*).

Obligation (–1 to –3)

The character owes an obligation of some kind to another character. The Obligation may be financial—he owes the other character money—or it may involve returning a favor, repaying someone for saving his life, or something similar (the player and Narrator should work together to determine the specifics). In most cases the character has a limited amount of time in which to make good on the obligation; if he fails to do so, major complications (such as a lawsuit, or the obligee seeking revenge) should result.

The value of Obligation depends on how extravagant the debt is—the more severe the obligation, the greater the value. This disadvantage is common among Ferengi, who no sooner seem to pay off a debt to one person than they incur a similar debt to someone else. It is also common for honor-bound Klingons, who may owe debts of honor to others.

24th-century Medical Problems

By the 24th century, medical science can prevent, correct, or cure many of the diseases and other medical problems which plague 20th-century Earth, like heart disease and cancer. Characters' Medical Problems should be new, alien forms, such as the Teplan blight, Iverson's Disease, or Tellurian Plague. Obviously, for a Medical Problem to qualify as a disadvantage, it must be incurable (though some conditions may be temporarily "correctable" through technology; see Medical Remedy, above). A cure can be developed if and when a character "buys off" his condition with Experience Points (the Narrator should of course work the cure into the storyline of the series).

Obsessive Tendencies (–3)

A character with Obsessive Tendencies becomes utterly focused on particular actions or goals—whenever he sets his mind on something, he pursues it to the exclusion of everything else. If another character asks him to do something unrelated to his current goal, he becomes distracted, resulting in a –1 die penalty to all Intellect-based and Presence-based Skill Tests and Attribute Tests until the character can once again concentrate on his obsession. After satisfying the object of his obsession, the character will soon fixate on a new one.

Pacifism (–1 to –5)

The character is a nonviolent person—so much so that he may even prefer to die rather than take violent action to protect himself. The greater the character's pacifism, the greater the value of the disadvantage (see table on page 98).

Phobia (–2 to –5)

A character with Phobia has an overwhelming dread of a certain object or situation (such as insects, heights, enclosed spaces, or darkness). If he encounters the thing he fears, he suffers a penalty to all Skill Tests until the situation changes or he spends a Courage Point to overcome his terror. The severity of the Phobia, and thus the penalty, determines the value of the disadvantage (see table on page 98). Garak, who suffers from claustrophobia, has this disadvantage; he usually overcomes it by concentrating on his work.

Physical Impairment

Value	Impairment
0	Missing finger
–1	Mute; paralyzed limb
–2	Missing limb; deaf; unable to function in Earth-normal gravity
–3	Blind; paraplegic

Physically Impaired (–1 to –3)

The character is blind, missing a limb, partially paralyzed, or suffering from some other severe physical impairment (chosen by the player). The greater the extent of the impairment, the greater the value of the disadvantage (see accompanying table).

Of course, 24th-century medical science can correct many impairments with transplants, neuromuscular regeneration, bionics, and the like. For example, Melora Pazlar, the first Elaysian in Starfleet, has a special wheelchair and other equipment to help her deal with Earth-normal gravity. If appropriate, the character can take the Medical Remedy advantage (see page 87) to compensate for his impairment.

If the character decides to buy off his impairment with Experience Points, a cure or corrective measure can be developed (this may even figure prominently in the storyline of the series). For example, a blind character could receive eye transplants or cybernetic eyes. The availability of such cures may depend on where the character is and how much he can afford to pay for them.

Poor Chemoreception (–1)

The character's sense of smell is poorly developed (at best). He suffers a –1 die penalty to all scent or taste-based Search Tests. Odo and other Founders, who have no sense of smell at all, have this disadvantage.

Poor Hearing (–1)

The character's sense of hearing is poorly developed (at best). He suffers a –1 die penalty to all hearing-based Search Tests.

Poor Sight (–2)

The character's sense of eyesight is poorly developed. He suffers a –1 die penalty to all sight-based Search Tests. All Vorta have this disadvantage.

Pacifism

Value	Extent of Pacifism
–1	**Cannot Kill:** The character can fight, but cannot kill nor abandon someone to die (even an enemy). If the character kills, he becomes wracked with guilt. Thereafter he suffers a –1 die penalty to all Intellect-based and Presence-based Skill Tests and Attribute Tests until he receives counseling from a trained professional who makes a Challenging (9) Medical Science (Psychology) Skill Test while counseling the character.
–3	**Self-defense:** The character will only fight to defend himself or those under his personal care, and even then will use only enough force to end the confrontation or fight his way to an escape route. He cannot make pre-emptive attacks. Many doctors and religious officials possess this form of pacifism.
–5	**Total Nonviolence:** The character refuses to take violent action against other creatures—even animals. Not only must he resolve all of his own disputes nonviolently, he must try to persuade others to forsake violence. Surak of Vulcan believed in total nonviolence.

Phobia

Value	Extent of Phobia
–1	Minor phobia (+1 Difficulty to all Tests until situation changes)
–2	Challenging phobia (+3 Difficulty to all Tests until situation changes)
–3	Severe phobia (catatonia; the character freezes up)

This disadvantage is compounded by its frequency:

Value	Frequency
–1	A rare item or phenomenon (trees on board a starship, Algolian spiders)
–2	A common item or phenomenon (enclosed spaces, cats, stars)

Power-hungry (–1 or –2)

What Greedy is to finance, Power-hungry is to the political arena. A Power-hungry character is ambitious, willing to do just about anything to achieve power, whether over an entire nation, a religion, a tribe, a squad, or some other group. For –1 point, he must spend a Courage Point to resist any opportunity or temptation to seize power, take command, pursue his own political agenda, or take control of a situation. Examples include making a side deal with someone, perhaps at the expense of mission goals; blackmailing someone or trading favors to achieve a political goal; or double-crossing his friends for political gain. For –2 points, he suffers the same problem, and additionally cannot resist lording his power over others. He loses one die from each Command, Diplomacy, Persuasion, and Charm Skill Test unless he spends a Courage Point.

Rival (–1 to –3)

The character has a rival—someone who wants to annoy, embarrass, harass, and defeat him at every turn. If the character triumphs in some way, the rival will feel bitter and jealous; if the rival triumphs, he'll view it as a well deserved defeat of the character. Whenever possible, the rival tries to "show up" and outdo the character. He doesn't wish the character dead (that's the Sworn Enemy disadvantage), but he's more than happy to see him inconvenienced, humiliated, and even harmed.

The Rival's power and influence compared to the character determines the value of this disadvantage—a Rival who's more powerful than the character is worth more than someone who isn't. At the Narrator's option, a relatively minor or trivial rivalry (such as that between Captains Sisko and Solok), or one restricted to a particular activity or subject (such as for the affections of a particular person, or a sports rivalry), is worth a flat –1 point.

Romantic Attachment (–1 to –3)

The character harbors romantic feelings for someone, ranging from a mild infatuation to true love. Whether the object of his affections is aware of this attraction is up to the Narrator, the player, and the roleplaying dynamics of the series. For example, Odo held strong feelings for Kira Nerys for a very long time, but she was completely unaware of them. On the other hand, Kasidy Yates has always known how Ben Sisko feels about her. The value of this disadvantage depends on the strength of the character's attachment (see accompanying table).

Romantic Attachment is a Disadvantage because it can adversely influence a character's actions. When the object of the character's affections is in trouble or in danger, the character must make a Presence Test (modified by Willpower and the strength of the attraction) to resist going to his aid (of course, if he *wants* to go, he does not have to roll to resist). This can lead to negative consequences, such as when Worf abandoned a mission to take the injured Jadzia to safety, possibly condemning millions of people to death (and earning himself a black mark on his service record to boot).

Shady Background (–1 to –5)

The character has a less-than-reputable background. The authorities (and others) either suspect him of engaging in immoral or criminal activities, or he's a known criminal. Security and law enforcement personnel watch characters with this disadvantage

closely. They also get into trouble when old underworld contacts show up seeking revenge. Unlike Dark Secret, a character's Shady Background, while not necessarily common knowledge, can easily be discovered if a few questions are asked or facts examined. Quark has a Shady Background, and Odo keeps an eagle eye on him because of it.

The value of this disadvantage depends on the nature of the Shady Background (see accompanying table).

Slow Healing (–2)

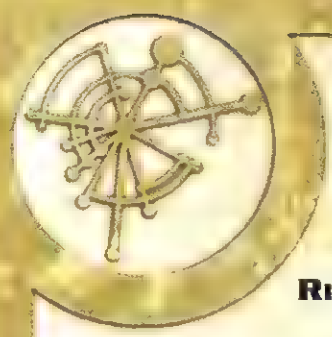
The character's wounds heal more slowly than those of normal characters. It takes double the regular time for him to heal naturally, and the Difficulty of medical healing Tests performed on him increases by +1. The character also suffers a –1 die penalty when making Tests to determine if he has naturally healed. (See "Healing," page 121, for rules about recovering from injury.)

Species Enemy (–3 to –5)

Due to prior actions on his part, family history, or some other cause, the character has become known as an enemy of a particular species. For example, Cardassians and Bajorans are Species Enemies of each other due to the horrific events of the occupation of Bajor. Whenever members of the enemy species make Renown Tests (see page 109) to determine who the character is, the person making the Renown Test may roll one extra die. Any recognition of the character will probably be negative, even if the species would normally react well to his Aspects. Furthermore, whenever the character makes a Test with Charm, Fast Talk, Persuasion, or similar skills against a member or members of that species, he rolls –1 die. A character cannot be a Species Enemy to his own species (or, if he has Mixed Species Heritage, for either of his species). The value of this disadvantage depends upon the power and scope of the enemy species (see accompanying table).

Suppressed Memory (–2)

The character has a memory too painful or dangerous for him to recall. The memory must be a discrete fact or facts significant to the character, and not remembering them must somehow be disadvantageous to the character or someone else (even if he doesn't know about it). Suppressing one's memory of, say, Klingon opera is not very disadvantageous (indeed, it might promote peace of mind). A good example is the Trill Symbiosis Commission's suppression of the Dax symbiont's memory of its joining to Joran Dax, which revealed deep, dark secrets about important aspects of Trill society.



Rival

Value	Rival
–1	Less powerful or influential than the character
–2	A peer (roughly)
–3	More powerful or influential than the character

Romantic Attachment

Value	Romantic Attachment
–1	A crush or infatuation
–2	In love; character must subtract 1 from all Presence Tests made to resist coming to his beloved's aid
–3	Head over heels in love; character must subtract 2 from all Presence Tests made to resist coming to his beloved's aid

Shady Background

Value	Shady Background
–1	Character is suspected of engaging in immoral or embarrassing activities
–2	Character is known to engage in immoral or embarrassing activities, or is suspected of being involved in minor criminal activity
–3	Character is known to engage in minor criminal activity (he may have a criminal record indicating such activities), or is suspected of being involved in major criminal activity
–4	Character is known to engage in major criminal activity (he may have a criminal record indicating such activities), or is suspected of being involved in truly horrifying criminal activity (such as mass murder or genocide)
–5	Character is known to engage in truly horrifying criminal activity (he may have a criminal record indicating such activities)

Species Enemy

Value	Enemy
–3	Lesser or distant species (Tholians, Tzenkethi)
–4	Major or locally important species (Andorians, Bajorans, Breen, Cardassians)
5	Widespread species (Humans, Klingons, Romulans, Vulcans)

Sworn Enemy (–1 to –3)

Somewhere along the line, the character has made an enemy for himself. This person wants to ruin his life and everything he cares about, take away all that he has, and ultimately see him dead. The enemy's resources and cleverness determine what sort of plans he makes for obtaining his revenge on the character; his schemes may become quite elaborate.

The player and Narrator should work together to determine the specifics on the enemy—although the Narrator may wish to keep a few facts about him secret to surprise the player with during the game. The value of this disadvantage depends on the enemy's power relative to the character (see table on this page).

Vengeful (–1 or –2)

The character feels that someone—a person, a group, perhaps an entire culture or species—has wronged him, and he wants revenge. For example, many Bajorans are vengeful toward Cardassians for what they did during the occupation of Bajor.

The character must spend a Courage Point to prevent himself from acting violently or malevolently whenever he encounters or interacts with the object of his vengeance. If he spends the Courage Point, he keeps his cool and hides his true feelings. The value of this disadvantage depends on how often the target is encountered (see accompanying table).

Weak Will (–2)

The character is easily influenced, bullied, or pressured due to his weak willpower. Whenever another character uses Fast Talk, Intimidation, Persuasion, or similar skills to try to convince or coerce him to do something he is undecided about or doesn't want to do, he suffers a –1 die penalty on all Tests made to resist such pressures. Furthermore, a character with Weak Will has less resistance to Telepathy—he cannot protect his thoughts and memories from telepaths, and may not buy the Mind Shield skill above level 3.

Weakness (–2)

Due to his innate frailty, the character does not resist injury as well as most people. For purposes of withstanding damage, he is considered to have –1 Fitness (see "Effects of Injuries," page 118, for more information on taking damage). A character with Weakness cannot have a positive Vitality edge.

Xabok, a Ferengi, takes the Weakness disadvantage because he has a frail, flabby body. He has Fitness 2, but for purposes of determining how many wounds he can take per Wound Level, his Fitness is only a 1.

Zero-G Intolerance (–2)

The character does not react well to a zero-gravity environment. Whenever he's in such situations, he must make a Moderate (7) Coordination Test or suffer from the effects of dizziness (which imposes a –2 die penalty on all actions he attempts while in zero gravity) until he returns to normal gravity. This penalty applies even if he uses magnetic boots or some other method to maintain control of his motion.

Sworn Enemy

Value	Enemy
–1	A lone person
–2	A small group (the Duras Family)
–3	An organization with a far reach or great power (the Orion Syndicate; the Klingon Empire)

Vengeful

Value	Frequency
–1	Uncommon (a person; a remote species like Breen or Nausicaans)
–2	Common (Starfleet, Klingons, Vulcans)

Tactical

Karng, son of Mortag, screamed an ancient Klingon war cry and swung his bat'leth *full strength, slicing through the Jem'Hadar warrior's armor and knocking the Dominion soldier over the precipice into the yawning chasm below. He barely recovered in time to parry a blow from another Jem'Hadar soldier rushing him. He sidestepped and rammed his shoulder into the warrior from the Gamma Quadrant, sending it down into the gulfs to join its comrade.*

He quickly leaped away from the edge, dodging Jem'Hadar phaser fire. The horde of Dominion soldiers kept coming, overrunning the base. Only Karng was left to stop their assault. Only he stood between them and the riches of the Alpha Quadrant.

As he gathered his strength and prepared to leap at them, ready to die a hero's death—a death which would be sung by all Klingon children for centuries to come—the oncoming Jem'Hadar soldiers froze in midmarch as if they were motionless mannequins. A voice boomed out over the smoky hills:

"You're time's up, Klingon."

Karng screamed in rage and shattered his bat'leth *against a sharp rock.*

The voice again boomed across the sky: "I'd be happy to give you another hour of holosuite time, but the price is 150 credits."

"150! You said only 100 earlier!"

"That was for one hour! I've got customers waiting here! If you want me to bump them for another hour, it's going to cost you!"

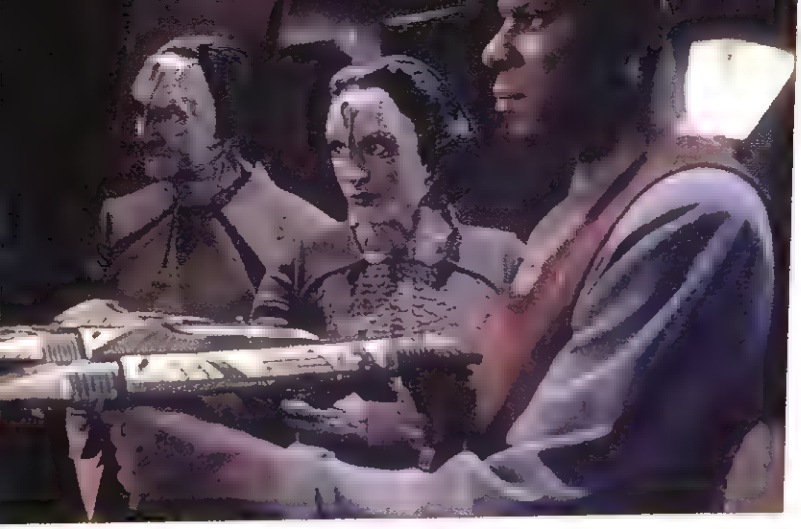
Karng picked up the pieces of his broken bat'leth *and headed for the door, uttering a Klingon curse. Legendary honor would have to wait for another day...*

Action!

Now that you've created your character, it's time to learn how that character interacts with the rest of the *Star Trek* universe—how he figures things out, fights other characters, and solves problems. That's what you'll find in this chapter: the rules of the game. It is divided into three sections: Time (the timeframes within which action occurs in the game), Tests (how to use your skills to accomplish things), and Combat (rules for fighting).

Time

Actions during an episode or series—from swinging a *bat'leth* to negotiating with the Ferengi Commerce Authority—occur within a certain framework. In the



Star Trek: Deep Space Nine Roleplaying Game, this framework is represented by the measurement of time. The *Star Trek: Deep Space Nine RPG* uses five abstract divisions to illustrate the passage of game time.

- **Round:** A *round* is the smallest time increment used in the *Star Trek: Deep Space Nine RPG*. Rounds usually last five seconds and represent the time it takes to complete a single action (such as making an attack, dodging an attack, or performing certain skills) or group of actions (making several attacks, or attacking and dodging).

- **Scene:** Similar to scenes in television or film, a *scene* blends elements of roleplaying and action. Scenes represent the smallest episodic increments used in the game, and are usually confined to a single setting or location. Action scenes often last only a few rounds, while narrative scenes (such as a description of events during a journey between starbases) can last for several hours or even days of game time.

- **Episode:** As in a television show, a collection of scenes forms an *episode*. In the *Star Trek: Deep Space Nine RPG*, each episode describes a major sequence of events important to the eventual resolution of a story. Episodes normally include some sort of temporary closure, and often resolve one or more subplots or minor plotlines. A complete episode can usually be played out in a single game session.

- **Series:** A group of interconnected episodes forms a *series*. Series often include recurring characters and events, as well as an ongoing, larger story arc that links component episodes together.

- **Downtime:** Think of *downtime* as "time between"—time between scenes, between episodes, or between series. Whenever your characters aren't actively doing something, it's considered downtime. Much of a character's ongoing development occurs during this "time between episodes."

Tests

If the flesh of a *Star Trek: Deep Space Nine RPG* game is the story, its lifeblood is action. Almost everything your character does—swinging a *bat'leth*, fixing the warp core, or charming that Bajoran dabo girl—can be described in terms of an *Action*. Whenever precise timing becomes a consideration during an episode, the Narrator will normally ask players to declare specific actions for their characters. For more information on actions and how they are used, see "Actions," page 111.

When facing a situation where the outcome of an action is uncertain, you roll a Test to determine whether your character succeeds. Tests can be based on attributes alone, but more frequently they involve a skill (a *Skill Test*). Whenever possible, the Narrator should use Skill Tests to resolve actions.

To make a Test, you roll a number of dice equal to a particular attribute and add the highest die to your character's skill level. Compare that total—the *Test Result*—to a *Difficulty Number* set by the Narrator. If the Test Result equals or exceeds the Difficulty, the Test succeeds. If the Test Result is lower than the Difficulty, the attempt fails. See "Test Results," below, for more details.

Difficulty

Certain tasks are inherently more difficult than others, and in the *Star Trek: Deep Space Nine RPG* a task's Difficulty reflects this. The accompanying table illustrates the various Difficulty Numbers used in the game.

The Difficulty categories, such as Routine or Challenging, offer general descriptions that the Narrator can use when explaining the difficulty of an action to the players. The Difficulty Numbers in each category represent a range, so the Narrator has some options when determining the Difficulty Number of a task that falls into each category. For example, a Challenging task could have a Difficulty Number of 9, 10, or 11. Boldface numbers indicate the typical Difficulty Number for each category.

Certain situations modify the Difficulty of a character's actions. Such modifiers are expressed in one of two ways. Normally, a Difficulty modifier appears as a simple positive or negative adjustment, which means the actual Difficulty *number* is affected (a +1 modifier turns a Difficulty 3 action into a Difficulty 4 attempt; a –2 modifier changes a Difficulty 7 action to a Difficulty 5 action). Sometimes, modifiers affect an entire Difficulty *category*. Raising the Difficulty by one category would cause a Routine action to become a Moderate action (the Narrator still sets the precise Difficulty Number).

Difficulty

Difficulty Number	Description
0	Automatic action—no roll required
3. **4.** 5	Routine
6. **7.** 8	Moderate
9. **10.** 11	Challenging
12. **13.** 14	Difficult
15+	Nearly Impossible

What Does Difficulty Mean?

The Narrator chooses a Difficulty Number whenever a character attempts an action unopposed by another character (such as trying to decipher a code). For tests that are opposed by another character (see "Opposed Tests," below), pick a number from within the ranges given, using the category descriptions as guidelines. For example, a Routine Test will have either a 3, 4, or 5 Difficulty, while a Moderate action will have a 6, 7, or 8 Difficulty. After you get a feel for the game, assigning Difficulty becomes second nature. Generally, the minimum Difficulty Number is always 2, regardless of the modifiers applied.

Remember that a single point of Difficulty can make a big difference in a tense situation. Because the actual Difficulty Numbers remain slightly flexible within each category, the Narrator should also keep track of the skill and attribute levels of his players, and assign Difficulty accordingly. Similarly, remember that, unless he gets a 6 on his Drama Die (see below), the best result a character can get when rolling the dice is a 6, so the highest roll he can possibly make in most circumstances is equal to 6 plus his skill level. Keep this in mind when determining Difficulty Numbers; a character with a skill level of 3 cannot succeed with a Difficulty 10 task unless he gets a 6 on his Drama Die or gains some other bonus to his Test Result. Even if the Drama Die rolls a 6, the best result a character can obtain on a single roll equals 12 plus his skill level.

Use the following guidelines when assigning Difficulty:

Routine: Easy tasks. Even inexperienced characters will perform these successfully most of the time. Examples include making a standard sensor scan or creating a simple computer program.

Moderate: Tasks that require some skill to complete successfully. An average character has a decent chance of failure. Examples include creating a complicated computer program, making a sensor scan for something that is difficult to find, or making routine repairs/adjustments to the warp engines.

Challenging: Complicated tasks that often require considerable skill. Average characters will only occasionally succeed at these tasks. Examples include reconfiguring the warp engines under standard conditions or making a sensor scan for something at extreme range or present in minute quantities.

Difficult: Complex tasks that would challenge an expert or professional. Average characters will almost never succeed, and skilled professionals stand a good chance of failure. Examples include reconfiguring the warp engines on a tight deadline or repairing a damaged phaser during combat.

Nearly Impossible: Need we say more? Even legendary characters need a bit of luck to succeed at a Nearly Impossible task. Examples include reconfiguring the warp engines on a tight deadline in combat or repairing a damaged phaser which is going to explode in the next few seconds.

What Should I Tell the Player?

As Narrator, you don't have to reveal the Difficulty of a Test to the player. In fact, keeping Difficulty secret can heighten the tension during key scenes in an adventure. Describing tasks as "Routine," "Moderate," "Challenging," and so on can give a player a rough idea of the task's Difficulty without telling him a specific number.

For less critical scenes, of course, it is perfectly acceptable to tell the player the specific Difficulty Number.

Degree of Success

The degree to which a character succeeds at an action depends on how far over the Difficulty Number the player rolled. The higher the Test Result, the better the performance. Exceeding the Difficulty by 1 indicates success, but exceeding it by 7 or 8 represents a spectacular result. A Test Result which is 6 or more above the Difficulty Number indicates a *Dramatic Success*, with especially beneficial results (see "Dramatic Success"). During Opposed Tests, a successful Test Result that is 6 or more points higher than the opposing Test Result indicates a Dramatic Success.

Although "degrees of success" are not specifically defined, it can often enhance the game if the Narrator keeps such things in mind when describing effects to the players. Most players like to hear how well their characters have performed, so ham it up! After all, a good *Star Trek: Deep Space Nine RPG* episode should capture the cinematic "feel" and tension of the television show.

Gar Vedorn uses his Stealth skill to sneak past several Orion guards. The Narrator declares this a Moderate task (Difficulty 6). Vedorn has Stealth 4 and Coordination 4. He rolls his four attribute dice: His highest result is a 6. Added to his Skill of 4, that gives him a result of 10 (4 more than he needed to succeed). The Narrator rules that, because he has succeeded by such a large margin, he has made absolutely no noise and the guards haven't the faintest clue he is around.

A short while later, Vedorn tries to break into a protected Orion computer terminal using his Computer (Research) 3 (4) Skill. The Narrator declares this to be a Difficult task (Difficulty 8) because of the computer security in place. Vedorn's Intellect is 3. Unfortunately, his highest die roll is only a 2, giving him a total of 5. Since this is far below the number needed to succeed, the Narrator rules that he not only fails, but trips an alarm!

Optional Skill Use Rules

Automatic Success

While it is often fun to roll a lot of dice, sometimes too much dice-rolling can get in the way of the story. In order to minimize needless Tests, the Icon System uses an optional Automatic Success rule. Automatic successes are simple: If a character's Skill level (plus any applicable edges) *equals or exceeds* the Difficulty of the action being attempted (after all modifiers are applied), the character automatically succeeds. For example, a colonist with Planetary Sciences (Terraforming) 3 (4) would automatically succeed at Tests with a Difficulty of 3.

The Narrator should normally limit Automatic Successes to noncritical situations. If the action occurs in the middle of a tense or dramatic situation—aliens attack the players, an outpost is in jeopardy, a compatriot's life is in danger—the player should probably make a Test. A healthy fear of failure can go a long way toward maintaining drama in such instances. Use good judgment with the Automatic Success rule; if your players enjoy rolling dice, by all means let them do so.

Using Different Attributes with the Same Skill

On the frontier, you need to be prepared for any eventuality. As a result, characters who live there seem to know a little bit about everything, and this often-unexpected knowledge can become critical in tense situations. Depending on the situation, certain skills may be combined with attributes other than those listed under the skill descriptions. For example, although the Energy Weapon (Phaser) skill is normally linked to Coordination, in the midst of a heated firefight the Narrator might allow a character to use his Intellect in conjunction with his Energy Weapon (Phaser) skill to try to fix a weapon malfunction.

Combining different attributes with the same skill can make for some dramatic game effects, but it can also be a recipe for abuse. Exercise good judgment when using this rule, and make sure the players justify the variations they request by roleplaying them. Remember, the Narrator ultimately decides which attribute is necessary to complete an action successfully.

DETERMINE THE APPROPRIATE SKILL

To obtain a Test Result, you first need to determine which skill governs the action being attempted. For example, if Gar Vedorn, a Ferengi merchant, attempts to persuade a reluctant Klingon to sample his wonderful new *Synthe-Gagh*, he would use his Persuasion skill. If the Klingon began to haggle with him, the Narrator might tell Vedorn's player to switch to his character's Bargain skill for the remainder of the encounter.

Specific attributes govern each skill in the game (for example, Stealth is linked to Coordination, while Shipboard Systems is linked to Intellect). The attribute is important, since it tells you how many dice to roll.

MAKING A TEST

To make a Test, roll a number of six-sided dice equal to the governing attribute. One of the dice should be a different color from the others (this is the *Drama Die*). If the Drama Die rolls a 6 or a 1, the character has probably achieved an especially noteworthy success or failure (see below).

If the Drama Die rolls any other number, it works just like a normal die. The player picks the highest die of all the dice (Drama Die included) and adds that number to the character's skill. Compare this total *Test Result* to the Difficulty Number of the action being attempted.

The Drama Die

As described above, if the Drama Die rolls a 6 or a 1, the result may be more spectacular than normal. If the Drama Die rolls a 6, the character adds both the Drama Die and the next highest die to his skill when determining his Test Result. Usually this will indicate a great success, especially if the optional "Degree of Success" system is used (see table on page 103).

If the player rolls a 1 on the Drama Die, the character may have grievously failed. Of course, the Narrator may rule that such a failure is either inappropriate for the story or impossible based on the action. The final ruling always rests with the Narrator. However, if all other dice also rolled 1's, then a Dramatic Failure definitely has occurred.

If a character only rolls one die for a Test, that die is automatically the Drama Die. If it rolls a 6, the character may reroll it once, and once only, and add the two rolls to his skill. If it rolls a 1, the Narrator may rule that a Dramatic Failure occurs.

Gar Vedorn, our intrepid Ferengi merchant, has docked at the Sernora Orbital Facility near the Alliance-UFP border to refuel his vessel. Since the station serves as a primary stop-over along several trade routes leading into the Federation core territories, its numerous platforms and pylons bustle with activity. Gar finds the station master, who is willing to deal, and begins haggling over the price of his fuel. Since refined deuterium sells at a premium, and the stationmaster has no problem finding buyers, the Narrator assigns a Difficulty of Challenging (10) to Gar's Bargain attempt. No stranger to such haggling, Gar has a Bargain (Marketplace Haggling) skill of 4 (5) and a Presence of 3. Vedorn's player rolls his three attribute dice (one of which, the Drama Die, is a different color), getting a 3, a 6, and another 6 on his Drama Die. Since Gar rolled a 6 on his Drama Die, he can add not only that 6, but the next highest die (the other 6) to his skill. His final test result is 17 (the total of his roll plus his skill level). Since 17 is 6 or more greater than the Difficulty Number of 10, the Narrator rules that he has achieved a Dramatic Success (see below). The Narrator tells him that the stationmaster was putty in his hands, and he buys the fuel at a 30% discount.

Success and Dramatic Success

If the total Test Result equals the Difficulty Number, the character achieves a *marginal success*—he's succeeded, but just barely, and some

minor complication may have arisen. A marginal success depends both on the situation and on the circumstances surrounding the individual Test; in some cases it could lead to additional Tests in subsequent rounds. For example, a character attempts to quickly conceal a strip of latinum during a heated poker game. Unfortunately, he gets only a marginal success on his Sleight of Hand Test. The Narrator rules that he conceals the strip, but that one of his opponents spots him putting something into his pocket. The character will probably have to do a bit of fast talking during the following round, after his now-suspicious opponent questions him about his action. It's probably time for another Test...

If the total Test Result exceeds the Difficulty Number, the character succeeds. At the Narrator's option, the "Degree of Success" system (see sidebar on page 103) can be used to determine just how well the character succeeded. If the character exceeds the Difficulty Number by 6 or more, the Narrator may decide that this indicates a *Dramatic Success* (see page 106).

Failure and Dramatic Failure

If the total rolled is less than the Difficulty Number, the character has failed. If he fails to meet the Difficulty Number by 6 or more, or if all dice roll 1's, he has experienced a *Dramatic Failure* (see page 106). Dramatic Failures tend to complicate matters and should always relate directly to the task being attempted. They may embarrass the character, expose him to injury or harm, put him in a situation where he is in grave danger, require further Tests, and so forth, at the Narrator's discretion.

Improving Your Roll

Two additional elements can modify a character's action attempts and skill tests—Edges and Courage Points. While edges modify tests according to their "parent" attributes, players may spend Courage Points in dramatic or tense situations to give their characters an added "boost."

Edges

Edges can modify Skill Tests. Positive edges allow players to roll additional dice when making a Test, while negative edges force you to subtract dice from your roll. You roll one additional die, or subtract one die, for each point in a relevant edge. For example, a +2 edge would allow a player to roll two additional dice during a Test, while a –1 edge would remove one die from his Test attempt. Using the guidelines presented in the skill descriptions, the Narrator decides whether an edge applies to a particular Test. While the Narrator should let players use their edges whenever possible, he should also remember that, unlike attributes, edges don't *always* apply.

Returning to our previous examples, the Narrator knows that Gar Vedorn's Presence governs his Persuasion Test. After reading the Persuasion skill description, the Narrator allows Gar's player to add his Empathy edge to the Test, reasoning that this will affect the wily merchant's ability to convince his Klingon customer of the therapeutic wonders of synthetic worms. Since his Empathy is +1, Gar's player may roll one extra die.

Courage Points

A character's Courage Points often come in handy when a Test generates a low total. If failure in a particular task can lead to catastrophic or undramatic results—the failure of the mission (or an important part of it), the death of the character, or making a valiant and heroic character look inappropriately foolish, for example—the player can elect to spend up to 4 Courage Points to improve the Test Result. Each Courage Point increases the final Test Result by 1. The character does not have to decide to spend Courage Points before he makes his roll; he can add them after he rolls the dice and determines that, without Courage Points, he would fail the Test. A character cannot spend more than 4 Courage Points in a single round.

Kot, a Breen smuggler, has gotten himself into a bit of hot water in the backwater spaceport on the remote colony of Retribution. Several station security personnel have picked up his trail, and he needs to lose them before he can return to his hidden ship. He makes a Stealth (Stealthy Movement) Test in an attempt to lose his pursuers; the security forces are used to this sort of thing, so the Narrator sets the Difficulty at 9 (Challenging). Kot's Coordination is 3, and the Narrator allows him to use his Dexterity edge of +1. Unfortunately, his best die result is a 3. When added to his Stealth (Stealthy Movement) level of 3 (4), his Test Result is only a 7. Knowing he's in serious trouble if the guards catch him, Kot's player spends the 3 Courage Points necessary to achieve a full success. His final Test Result is 10.

Special Types of Tests

Attribute Tests

The *Star Trek: Deep Space Nine RPG* is a game where skill is paramount, but occasionally a character will be called on to make a Test based on his natural ability alone. In such cases (called *Attribute Tests*), simply roll the attribute dice (modified by any applicable edges) normally to obtain the Test Result. The highest die still gives you the Test Result, and Drama Die rules still apply. However, since you're not using a skill, you don't get to add a skill level to the roll.

Although there may be occasional situations where Attribute Tests are appropriate, most actions are covered by a skill. The Narrator should encourage players to use Skill Tests to resolve actions whenever possible.

Opposed Tests

When one character acts in direct opposition to another character, both characters make appropriate Skill (or Attribute) Tests.

Dramatic Successes and Failures

Dramatic Success

Dramatic Successes occur when a player's roll is 6 or more above the Difficulty Number. In game terms, this means that the attempted action has succeeded beyond the player's expectations.

When rolling to hit a target in combat, a Dramatic Success usually indicates that the character has done extra damage (or achieved some other important effect). As a guideline, the Narrator should consider adding one to two dice to the damage rolled, or creating other useful results. For instance:

- Berak, a Klingon trader, swings his *mek'leth* and knocks the disruptor out of the Orion raider's grasp.
- Inman Jay's attack makes the Ferengi pirate he's fighting drop his energy whip.
- The Flaxian assassin's punch is a lucky shot, rendering the Bolian attacking him completely unconscious.
- Gar Vedorn dodges far enough past his Klingon opponent that he gets a clear attack at the Klingon's back.

The following are sample out-of-combat Dramatic Successes which can be used "as is" or serve as guidelines for Narrators who wish to develop their own. As a good rule of thumb, a Dramatic Success can increase or decrease the Difficulty Number for a related task by 3.

- Inman Jay's tricorder determines the exact number, position, and armaments of the Cardassians who are planning to ambush him.
- Coren Vir places his raider in a prime position to avoid sensor detection (there is a +3 Difficulty to any attempt to locate him with sensors) and avoid his Starfleet pursuers.
- Ensign Doral flirts with Counselor Prin in the hopes of asking her out on a date, and tells a joke that she finds particularly amusing.
- Captain Eliak's hobby just happens to relate to the obscure subject at hand, providing a possible solution to the problem.
- Gar Vedorn suddenly has a strong feeling of being watched.
- A character manages to perform a physical feat with unusual grace, style, or flamboyance (reducing the Difficulty of any related Charm Tests against anyone who witnessed the feat by –3).
- A character locates a clue, object, or item that takes on special significance or becomes particularly useful in the current episode.

Dramatic Failure

A *Dramatic Failure* occurs when a character's roll is 6 (or more) less than the Difficulty Number—for example, rolling a 5 or less when the Difficulty Number is 11—or when all dice rolled come up 1. The following are possible rationales for failed rolls. Consult this list for ideas on how to handle a Dramatic Failure result, or use the examples as models for creating new ones. As a general guideline, a Dramatic Failure can increase or decrease related Difficulty Numbers by up to 3 points.

- Ensign Doral has an attack of sneezing or coughing which renders his attempt to charm the lovely Counselor Prin utterly unsuccessful, despite the clever joke he just told.
- In a highly ambitious attempt to speak an unfamiliar language, Gar Vedorn inadvertently says something insulting or humiliating, angering his partners.
- An engineer's failure to recalibrate a system properly causes a deafening explosion, adding +3 to the Difficulty of any of his Search or Intellect rolls based on hearing for several minutes.
- Inman Jay's phaser malfunctions severely, requiring several minutes or hours to repair. He'll have to talk his way out of this one.
- Captain Eliok suddenly has a "mental block" and cannot remember something critically important for the next several minutes.
- Ensign Richards accidentally spills a drink on herself, causing extreme embarrassment during a Charm attempt.
- Some kind of local interference—primitive radio signals, metal walls, or rare mineral deposits—blocks Paran's tricorder until it is recalibrated.
- An animal suddenly cries out at Vithris Arn's presence, ruining any chances for a stealthy approach by his fellow mercenaries.
- The catwalk Commander Durek is climbing gives way, sending him falling several meters to the ground.
- Counselor Prin's foot becomes caught in a primitive snare, requiring a difficult—and noisy—extraction.
- Local food has caused Ambassador Tinian to suffer some kind of allergic reaction—nausea, blurred vision, and other detrimental (but not life-threatening) ill effects. She suffers a +3 Difficulty on all Skill Tests she makes until she is better.

This is referred to as an *Opposed Test*. The character who gets the higher Test Result is the victor. If the two results tie, the character who rolled higher on his Drama Die is the victor. If the Drama Die rolls are also tied, the character who initiated the Test wins.

The difference between two characters' Test Results during an Opposed Test determines how much better the victor performed. If the Dramatic Success rules are being used, a character whose Test Result exceeds his opponent's by 6 or more achieves a Dramatic Success. Note that the Dramatic Failure rules don't usually apply during an Opposed Test. If one character achieves a Dramatic Success (by exceeding his opponent's Test Result by 6 or more), his opponent doesn't *also* get a Dramatic Failure.

Opposed Tests, while common, are not always appropriate. Whether to allow one is up to the Narrator. Examples of Opposed Tests include:

- Two wily Ferengi traders are arguing over the valuation of a shipment of Karenian filter masks. Neither is willing to back down, so the Narrator calls for an opposed test using their respective Bargain (Marketplace Haggling) skills.

- Gidyan Far, a displaced Bolian mercenary, has disguised himself to avoid an unpleasant confrontation with his former employer. Since he "borrowed" a crate of black market photon grenades after his last mission, he has an incentive to lay low for a while. He will pit his Disguise skill against the Intellects (or possibly Streetwise) of the thugs charged with finding him in the local starport before he can escape to another sector.

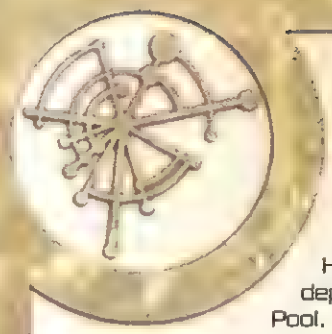
- Lt. Sedgewick, a security officer stationed on the Federation colony of Vares II, tracks two Maquis operatives through the colony's main settlement under the cover of night. She will oppose their Stealth skills with her Search skill.

Sometimes a particular situation or environment will affect an Opposed Test. If one character is in an advantageous (or disadvantageous) situation, the Narrator can give the player additional (or fewer) dice to roll while making his Test. Note that these modifiers do not reflect superior skill; rather, they represent outside factors or unusual circumstances.

Extended Tests

Most normal actions resolve themselves quickly, in a matter of seconds. You obtain your Test Result and either succeed or fail. Does your phaser shot hit the Cardassian agent? Do you spot the hidden entrance to the underground smuggler hideout? One Test attempt and it's over.

Extended Tests cover actions which consist of several distinct parts, or actions of extended duration. They often last for several rounds, and sometimes they will last several scenes



Getting Courage Points Back

Courage Points are of particular importance to less experienced characters. However, it is very easy to deplete a character's Courage Pool, and his Courage Points normally do not "refresh" until the end of the game session. Characters can gain additional points during an episode in several ways, but they cannot exceed their original Courage Point total. A character's overall Courage Pool can occasionally be raised through experience (see "Rewards," pages 187-188).

There are three ways for a character to replenish his Courage Pool more quickly:

- **Dramatically Appropriate Actions:** If a character spends Courage Points to accomplish dramatically appropriate feats, the Narrator can elect to reward him by replenishing his Courage Pool at the end of the scene. For example, a Starfleet security officer who spends Courage Points at a critical moment to defuse a hostage situation, circumvent an anti-intrusion system to a top-secret Romulan weapons lab, or perform some other action which moves the plot of the adventure forward can earn back Courage Points. The more impressive or difficult the task the character accomplishes, the more Courage Points should be recovered. Use the following as guidelines for recovering Courage Points:

Conditions	*Courage Point Reward*
Stopping an enemy from performing an undesired action (firing a phaser, for example)	1 point
Stopping an enemy from performing a series of undesired actions (like fleeing the area to rendezvous with a shuttlecraft)	2 points
Thwarting an enemy's master plan	3–4 points

- **Effective Roleplaying:** The Narrator should reward the player for acting in a manner which is consistent with the character's personality and motivations by allowing him to recover Courage Points more quickly. For example, a Ferengi grifter should receive Courage Points for roleplaying Fast Talk, Charm, or Gaming attempts in dramatically important scenes. These rewards should be awarded only if the player spends Courage Points on these dramatically important Skill Tests (the award should be equal to the number of Courage Points spent on such a roll).

- **Heroic Sacrifice:** If the character suffers severe injury or extreme personal loss in order to protect or help his comrades or to further the group's overall mission, he should receive a substantial reward. In such a case, the character could recover anywhere from 4–6 Courage Points, depending on the severity of the character's sacrifice, and may even be awarded extra Courage Points as experience (see "Rewards," pages 187-188).

or longer. Extended Tests are composed of *Turns*. Before a character begins an Extended Test, the Narrator sets a Difficulty and a Turn length (anything from a round to a minute to a day or more, depending on the action being attempted). The player rolls once each Turn, adding his Test Results together until he has accumulated a total, cumulative Test Result set by the Narrator. Once the player equals or exceeds this cumulative number, his character succeeds at the task. Normal or Dramatic Failures may set the character back a Turn or force him to begin the task again (at the Narrator's discretion).

Extended Tests can serve another purpose as well. The Narrator may wish to break difficult, involved tasks down into more manageable pieces. A character must successfully complete each "piece" of the larger task in order to succeed at the whole. This is a good way for a character to tackle a task which, because of his low level of skill (and/or the reality of only being able to roll, at best, a 6 on the dice), he could not otherwise succeed at under a straightforward Test attempt.

Gareth McIntosh, a Centauran merchant, must flee from an Orion raider that has surprised him on the edge of the Badlands, an unstable region of plasma and ion storms. Gareth's small trading vessel is no match for the raider, and the fluctuations of the surrounding space make warp speed unthinkable. He knows of a small "safe" pocket nearby, so he decides to brave the storms and try to run for it. The Narrator rules that the journey contains four tricky legs, and Gareth must negotiate them all to reach his destination. The Narrator makes the attempt an Extended Test, with each Turn representing two minutes. He sets the Difficulty number at 9, and McIntosh must achieve a total of 35 on his cumulative rolls to successfully reach his target and lose the Orion ship.

His first three rolls are successes—10, 10, and 9. He's moving well. His fourth roll, a 3, indicates failure and a brief setback. The Narrator rules that his ship is damaged. If it is not destroyed (it's not), Gareth can resume the attempt, subtracting 5 points from his current total as a result of the slip-up. He continues the journey with a total of 24. If he sustains further damage, the Narrator may subtract additional points.

Alternately, the Narrator could decide that each leg represents a "piece" of the overall journey, and break up the Extended Test that way. While trying to take the journey as a whole attempt might constitute a Nearly Impossible task—which McIntosh would almost certainly fail—the Narrator rules that taken individually each leg becomes a Challenging (9) Test. McIntosh will have to make each Test separately and in succession, with each attempt lasting one Turn.

Remember that Extended Tests do not normally give you a concrete time requirement (although your character may be working against the clock—for example, the Narrator might tell you the warp core will detonate in ten minutes unless you can prevent it). Your Turn length tells you how long an attempt is taking; the faster you reach your cumulative Test Result, the quicker you complete the task. A Dramatic Success or two can accelerate an Extended Test considerably.

Combined Tests

When several characters work together to accomplish a task (such as an Extended Test), the Narrator may allow them to make a *Combined Test*. In a Combined Test, each participant must make a Test with the same skill or attribute. The best Test Result is used as a base, and each additional successful Test adds 1 to that result (Dramatic Successes add 2). Failures do not add to the total; however, if one of the characters gets a Dramatic Failure, either a setback occurs (possibly resulting in a subtraction from the total roll) or the group must start again from the beginning.

Four mercenaries are trying to push a ground car out of a mud-filled ditch. The car is hopelessly stuck, and the Narrator rules that the attempt will be a Difficult (Difficulty 12) task. Each soldier makes a test, getting results of 8, 12, 13, and 6. This gives them a combined Test Result of 14 (13+1). Miraculously, they manage to extricate the vehicle after several minutes of concentrated effort.

Untrained Skill Use

Some skills can be used, albeit poorly, without formal training. Those skills in the "Traits" chapter marked with this icon (◗) can-

Opposed Test Modifiers

Situation	Modifier to Test Result
Small Advantage (sun in opponent's eyes)	+1
Moderate Advantage (opponent has very bad footing)	+2
Significant Advantage (opponent has suffered significant relevant injury)	+3
Dominating Advantage (opponent is blinded and badly injured)	+4
Small Disadvantage (a loud noise momentarily distracts character)	-1
Moderate Disadvantage (character is in poor position to face his opponent, significantly below opponent, on fluctuating terrain, and so forth)	-2
Significant Disadvantage (character is caught completely off guard, opponent is cheating or possesses important information which character does not, and so forth)	-3
Dominating Disadvantage (character has suffered major damage or injury)	-4

Test Modifiers

Situation	Modifier to Difficulty
Lack of proper tools or equipment	+1 (or more)
Using particularly good or high-quality equipment	-1 (or more)
Using off hand (unless character has Ambidexterity advantage)	+1
Visual Interference (for Search and similar Skills)	
Light smoke, dim light	+1
Heavy smoke, moonlight	+2
Very thick smoke, total darkness	+3
Zero Gravity (unless character is Zero-G Trained or makes a Routine (4) Personal Equipment (Environmental Suit) Test)	+1

not be used untrained. In other words, if you don't have at least one level in the skill, you cannot attempt to use it.

All other skills can be used by characters without formal training. When a character attempts to use a skill untrained, he makes an Attribute Test based on the attribute which governs the skill. For example, if you want to use Persuasion untrained, you would make a Presence Test. If you needed to fire a disruptor and you never learned the Energy Weapons skill, you could still fire the weapon untrained by making a Coordination Test. Drama Die rules apply to untrained Skill Tests.

Jema Krin, a Flaxian assassin, finds himself in a desperate situation. He must talk his way past an officious starport official before he can gain access to his vessel, and he knows that several flunkies (formerly employed by his last mark) are hot on his heels. He possesses neither Fast Talk nor Persuasion (the Narrator would let him use either skill). His Intellect is higher (a 3), so he may roll three dice in an attempt to Fast Talk the official.

TEST MODIFIERS

Preparation

The Narrator may give a character a +1 die or +1 Test Result bonus to his Test attempt if he takes additional time to prepare an action. Normally, such preparation requires at least one full round (it cannot be rushed). Of course, not all actions will benefit from additional preparation (for example, some actions, such as making extensive repairs to a damaged starship system, already take so much time that preparation can't really affect them). Use common sense or refer to the individual skill descriptions for guidance.

Conversely, tasks which normally take a long time to perform (such as cooking or making some types of repairs) are harder if the character is rushed. The Narrator should increase the Difficulty of the task to reflect the fact that the character does not have enough time to do the job properly—the greater the rush, the greater the increase in the Difficulty. For example, it would normally take Lt. Shirek three hours to make minor repairs to a station's main plasma conduits. Unfortunately, she must complete the repairs in two hours. The Narrator rules that while this would normally be a Moderate (6) repair, the rushed nature of the job increases the Difficulty to Challenging (10).

Additional Attempts

If a character fails an action attempt, he may try again. Each additional attempt adds +1 to the Difficulty of the Test. For example, a character attempts to scan the bridge of a transport vessel to detect a hidden explosive device, an action which has a Difficulty of Moderate (6). He suspects the device is there, but he doesn't detect it on his first sweep of the area. Knowing that he needs to find it quickly, he decides to try again, this time with a Difficulty of 7. If he still can't locate the device, he could try yet again (at Difficulty 8). And so on....

Other Modifiers

There are literally countless factors which could modify a Test. The accompanying table has a few examples; use these as guidelines for determining other modifiers.

RENOWN TESTS

To determine if a stranger or supporting cast member knows of your character's reputation, the NPC must make a Renown Test. A Renown Test works just like a Skill Test, although Renown Tests are usually linked to a specific Renown Aspect. For example, if your character were acting in a diplomatic capacity (such as overseeing trade negotiations on a frontier UFP world), his Openness would probably be used for any Renown Tests made by the inhabitants. Once the negotiations had actually begun, and your character had a chance to display his diplomatic acumen and cultural savvy, his Skill Aspect might also come into play.

To make a Renown Test, take your character's overall Renown (the total of all Aspect Values, with negative numbers

Default Renown Difficulties

Difficulty	Description
3–5	Routine: Your outpost
6–8	Moderate: A region of the frontier, a planet
9–11	Challenging: the Sector
12–14	Difficult: the entire frontier, the Quadrant
15+	Nearly Impossible: Across Known Space

Additional Modifiers

Situation	Modifier to Target's Renown Test Difficulty
Same species	No modifier
Different friendly species (Humans and Vulcans)	+1
Different hostile species (Humans and Cardassians)	+2
Different alien species, (Humans and Anticans)	+4
Both characters operate on same planet	–2
Both characters operate in same immediate region of space (system or group of systems)	–1
Both characters operate in same sector	No modifier
Characters normally operate far from one another (across a quadrant)	+1 to +5
Opposing character would probably know target (he has read or studied him, heard stories from his compatriots, and so forth)	–1 to –3
Opposing character would probably not know target (a backwater miner trying to recognize a Starfleet officer and so forth)	+1 to +5

Default Cultural Values for Aspects

	Initiative	Aggression	Skill	Discipline	Openness
Starfleet	Medium	Low	High	High	High
Bajoran	Medium	Medium	High	Medium	Medium
Klingon	Medium	High	Medium	Medium	Low
Romulan	Low	High	High	High	Low
Ferengi	High	Low	Medium	Low	High
Borg	Low	Medium	High	High	Low
Cardassian	Medium	High	High	High	Medium

providing absolute values) and divide it by 10 (rounded up) to get his Base Renown. The NPC rolls a number of dice equal to your character's relevant Aspect (the highest Aspect, if no specific Aspect is in question). If the highest die rolled plus your character's Base Renown exceeds the Renown Difficulty (see accompanying chart), your character is known or recognized for the Aspect in question. No matter how high an Aspect is, you never roll more then ten dice. The Narrator might modify the Difficulty if, for example, the stranger has a high World Knowledge or Culture skill related to the character's planet, or if they share Contacts or Allies. Drama Die rules apply to Renown Tests.

Paran, a Bajoran merchant, encounters a Ferengi black marketeer on Deep Space 9. Paran's Renown Aspects are Initiative 4, Aggression –6, Skill 4, Discipline 2, and Openness –2. Paran's overall Renown is 18 (4+6+4+2+2). This gives Paran a Base Renown of 2 (18 divided by 10, rounded up.) The Narrator rules that the Difficulty Number for determining if the Ferengi knows about Paran is 6. Since Paran's highest Aspect is Aggression (a degree of 6, even though its value is negative), the Narrator rolls six dice for the Ferengi, one of which is his Drama Die. His highest die roll is a 4, which he adds to the 2, giving him a 6. The Narrator rules that the Ferengi has indeed heard of Paran, and specifically that Paran is basically peaceable. Rolling a second Test against Skill Renown, the Narrator rolls four dice (for his +4 Skill Renown) and again adds 2. Unfortunately, his highest roll is a 2 (+2=4, meaning a failure), so the Narrator rules that the Ferengi is not aware of Paran's reputation as a ruthless and skilled negotiator. The Ferengi will not back down during the upcoming transaction.

Each culture (and indeed, individuals within those cultures) values the various Renown Aspects differently. Generally, someone from a culture placing a high value on an Aspect will react favorably to a character with a positive value in that Aspect, and poorly to one with a negative value in it. The inverse, obviously, is also the case.

Since Ferengi place a high value on Openness, Paran's negative Openness Renown causes the Ferengi to think less of Paran: The Ferengi no doubt considers the Bajoran an introspective dreamer and a poor negotiator. Of course, a large positive Openness Renown for Paran would not make Paran and the Ferengi into friends, but the Ferengi might then respect Paran as a fellow businessman and a worthy adversary.

Combat

You're not in the core worlds anymore. Life on the frontier can be brutal, and most characters will get into a scrape from time to time. Conflict—and combat—often becomes a necessary facet of life in the *Star Trek* universe, especially in the hinterlands. While Starfleet personnel will exhaust every reasonable alternative before resorting to violence, sometimes they are left with little choice. Characters who are not a part of Starfleet reflect their own cultural attitudes toward violence—some, such as most Ferengi, avoid it whenever possible; others, such as most Klingons, revel in it. As a result, *Star Trek: Deep Space Nine RPG* characters may find themselves fighting to preserve their lives or the lives of others.

Combat takes place in five-second time periods called *rounds*. Rounds are used during scenes involving dramatic or cinematic elements—a fight, a chase, or a dangerous obstacle such as a bomb countdown or cave-in. As a rule of thumb, use rounds when it is critical to know who acts first—and last—in a particular situation.

ROUND SEQUENCE

Each round contains two parts: Initiative and Actions.

Initiative

Initiative determines which characters act first during a round. Each character must roll an Initiative Test. An Initiative Test is like an Opposed Test between the characters involved in the conflict. Each character makes a Skill Test for the skill he is using—for example, Unarmed Combat if the character is involved in a fist-fight; Primitive Weaponry if he is using knives, clubs, a *bat'leth*, or similar weapons; and Energy Weapon (Phaser) when using that weapon. A character's *Reaction* edge modifies this Skill Test. The character who gets the highest Initiative Test Result acts first; the remaining characters act in order of their rolls, from highest to lowest. If two or more results tie, the character who rolls higher on his Drama Die prevails. If the Drama Die rolls are the same as well, the character or side who initiated the conflict wins initiative.

A player cannot spend Courage Points to increase his Initiative Test result.

Optional Initiative System

Narrators who prefer a slightly less detailed initiative system should determine initiative *by side*, rather than by character. To use this system, choose one character from each side to roll an Initiative Test (often the character with the highest Command skill level). The sides then act in order of their Initiative Test Results; on each side, characters act in order of their Coordination (again, from highest to lowest), modified by any Reaction edges. Ties between sides are resolved as in the standard initiative system.

A player cannot spend Courage Points to increase his Initiative Test Result under the optional system.

Actions

At this point, the acting player informs the Narrator how many actions his character will attempt in the round. If the character attempts to perform multiple actions during the round, he may be subject to a *Multiple Action Penalty* (see "Multiple Actions," below). The Narrator assigns the appropriate penalty (if there is one) and the player makes his first Attribute or Skill Test.

This process is repeated for each character in order of their Initiative Tests. After all characters have performed one action, characters who are performing multiple actions take their second actions (again in order of initiative). This process continues until each character in the conflict has taken every action declared for the round.

After all participants have completed their declared actions, the conflict either resolves or enters a new round. If the conflict continues, characters roll Initiative Tests as previously described and actions are again declared. This process continues until the conflict is finally resolved.

Immediate Actions and Timed Actions

Characters can take two types of action during conflict: *Immediate actions* (which take no time and do not have to be declared at the start of a round) and *Timed actions* (actions which take time and must be declared at the start of a round). Most attacks and other actions in combat are Timed, but not all are. The nearby table provides some guidelines to help Narrators determine whether an action is Immediate or Timed.

Delayed Actions

Normally a character takes his action when his Initiative Test indicates that he should. However, sometimes a character will want to wait. Instead of acting right away, he may prefer to see what his enemies are going to do first, or he may wait for something else to happen before he acts.

In this case, the character may *delay* his action. This means that, rather than act when his Initiative Test dictates, he "holds" his action until a later time. He may act at any later time during the round. However, if he attempts to use his action to stop or interrupt another character's action, he and the other character must make an Opposed Test using their Coordination (modified by their Reaction edges); the character can only act before his enemy if he succeeds with this roll. In all cases, the Narrator should ask the player to state why she is holding her character's action (for example, "I wait until I can determine if the Jem'Hadar are going to attack with energy weapons or their *kar'takin*.")

Inman Jay and several fellow smugglers are engaged in a phaser battle with a group of Jem'Hadar on the surface of a desolate planet. Jay gets the highest Initiative Test result, so he may act first. Rather than attacking, he decides to wait and see what the

Actions

Immediate Actions (acts which take no time in combat)

- Dropping a weapon
- Shouting an order; brief communication ("We come in peace!")
- Casually observing the surroundings
- Making an Initiative Test
- Certain Attribute Tests

Timed Actions (acts which take time and require an action in combat)

- **Drawing a weapon:** It takes an action to draw a weapon. A character can draw a weapon and fire it during the same round, but this counts as a Multiple Action (see below).
- **Combat Maneuvers:** See the Combat Maneuvers Table.
- **Movement Maneuvers:** See the Movement Maneuvers Table.
- **Reloading:** Most weapons have an ammunition supply (which determines how many times the weapon can fire before it is exhausted or requires reloading). Unless specified otherwise in the weapon's game statistics, reloading it (if possible) takes an action. See the "Technology" chapter, pages 229-248.
- **Stun setting:** Most energy weapons have variable damage and range settings. A character can switch a weapon's setting without making a Skill Test, but doing so takes an action.
- **Taking a tricorder or sensor reading:** Taking a basic tricorder or sensor reading requires an action; more detailed or difficult scans may take multiple actions, at the Narrator's discretion.
- **First aid:** Applying first aid to an injured character takes an action.
- **Making a Test:** Making most Skill Tests requires an action; Attribute Tests may or may not require an action. However, it is always up to the Narrator to decide whether a particular roll is a Timed action or an Immediate action.

Jem'Hadar do, so he delays his action. Later in the round, he notices a Jem'Hadar about to shoot one of his compatriots. Inman declares that he will use his delayed action to attack the Jem'Hadar first. Inman and the Jem'Hadar must make an Opposed Test using their Coordination attributes. If Jay wins the test, he will be able to act before the Jem'Hadar and, he hopes, save his friend. Otherwise, the Jem'Hadar will get to shoot the other smuggler first, and Jay may have to satisfy himself with avenging his friend's death.

Reacting to Changing Circumstances

Sometimes a situation changes due to outside influences or the actions of other characters. Rather than follow through with their declared or planned actions, characters can react to changes in a situation by altering their intended actions. Characters may change their actions to use Dodge (to evade an attack) or Primitive Weaponry or Unarmed Combat (to parry a blow).

If the character has planned to take multiple actions, the Multiple Action Penalty (see below) applies to his effort to dodge or parry. Characters who are not taking multiple actions may, if they choose, take an *extra* action to dodge or parry (although a Multiple Action Penalty must then be applied to that and all subsequent actions).

When a character changes actions to dodge or parry an incoming attack, his Test Result "sets" the Difficulty for the attack. The attacker must now overcome this new Difficulty in order to succeed. This Test Result remains in effect for the rest of the round (or until the character acts again) and acts as any other dodge or parry roll (see "Difficulty Numbers in Melee Combat," page 113).

In the next round of his fight against the Jem'Hadar, Inman Jay declares he will attempt multiple actions—shots at three different Jem'hadar, for a total +2 Difficulty penalty to all his shots (see "Multiple Actions," below). After taking his first shot, Jay realizes that one of the Jem'Hadar is taking aim at him. He declares he will take an extra action and attempt to Dodge the attack. He makes his Dodge roll with –3 to the Test Result, and the Difficulty for any shots he has not yet taken is now +3. After he dodges, the Difficulty Number derived from his dodge becomes the new Difficulty for all attacks against him until he next acts, or the round ends.

At the Narrator's discretion, characters may also change their actions to do things other than dodge or parry an attack, or even to add more actions. For example, suppose that one of Inman Jay's declared actions was to shoot at the Jem'Hadar First (commander). However, before he can act, another character shoots and kills the First. Jay might be allowed to change his declared action to shoot a different Jem'Hadar, since shooting the First is now pointless. Or, if an attacker disarms Inman, he might be allowed to add an action to draw another weapon.

Surprise

A *surprised* character—one startled into immobility by sudden, unexpected occurrences—permits an attacker to take an uncontested action before the character can react. The surprised character cannot perform defensive actions (dodges or parries) or any other actions (even Immediate actions) during this initial attack.

Surprise most often results from ambushes or similar attacks, though it can result from almost any unexpected or startling event (sudden explosions or noises, gravity failure, etc.). Whether surprise is achieved is usually up to the Narrator. In appropriate circumstances, the Narrator may allow a character to make an Opposed Test, pitting his Search skill (or other appropriate skill) against the attacker's Stealth (or other appropriate skill), in an effort to detect an ambush before it occurs.

MULTIPLE ACTIONS

It is possible for characters to attempt more than one action during a round. However, if a character tries to do too much at one time, his overall chance of success in each task is dramatically reduced.

The first action in a round is "free"—by itself, it carries no penalty. For each additional action the character wants to take, there is a +1 Difficulty penalty *for all actions the character takes*, including the first one. For example, a character who declares that he will attempt eight actions in a round suffers a +7 Difficulty penalty for *all* Attribute and Skill Tests that round (even the first). In the case of dodging or parrying actions, which don't involve a Difficulty, subtract the Difficulty penalty from the Test Result.

In short, trying to do too many things at once often guarantees that most or all of them will fail.

MOVEMENT

Though players shouldn't be forced to move their characters around like chess pieces, movement often needs to be accounted for within the scene—sometimes you'll want to know precisely how fast and far the characters can move during a round. (However, if miniatures are being used, they do, of course, have to be moved, and this can become an enjoyable addition to the game.) Humanoid characters normally move 10 meters per round at a brisk walk. They can move more quickly (or more slowly) using other types of movement (see the table on page 114). If a character wishes to move more quickly when using a particular form of movement, a successful Athletics Skill Test (or Fitness Test) will allow him to move an additional number of meters per round equal to his Athletics skill level (or Fitness). Characters can normally move once per round. The Narrator may, at his discretion, allow multiple movement actions in a single round. Refer to the Athletics skill description, page 75, for more information on movement.

Under normal circumstances (and even in most combat situations), characters do not have to make Skill Tests to move successfully. However, in particularly stressful or dramatic situations movement works like any other action—a misstep at the wrong time can be costly indeed. The Narrator assigns the terrain, obstacle, or maneuver a Difficulty Number (usually based on those listed in the Movement Table, as modified by terrain type and other circumstances), which the character must overcome to negotiate the terrain successfully. Characters who make involved or elaborate movement maneuvers should use their Athletics skill or Fitness attribute for Tests. If the character fails, the Narrator should reduce the character's movement (typically by 1 m for every point by which he missed the roll), state that he tripped and fell down, or create some other dramatic consequence.

Movement Maneuvers

Some forms of movement should be considered actions in combat, since they affect combat and take time. Consult the Movement Maneuvers Table for guidelines on which types of movement are considered Timed Actions in combat.

RANGED AND MELEE COMBAT

Ranged combat involves weapons that can inflict damage at a distance—firearms, phasers, bows, thrown spears, and so on.

Melee combat involves weapons such as knives, clubs, and swords, as well as brawling, wrestling, or martial arts attacks.

Attacks are resolved like any other Skill Test. To hit a target in combat, the character makes a Skill Test using the appropriate weapon skill (such as Primitive Weaponry or Energy Weapon (Phaser)), modified by his Dexterity edge. If the Test Result equals or exceeds the Difficulty Number, he hits the target.

> *Inman Jay, our smuggler, fires at a target with his phaser at Long range (Difficulty 10; see Ranged Combat Difficulty Table). He has Coordination 3, Dexterity +1, and Energy Weapon (Phaser) 3. He rolls four dice (three for Coordination, +1 for his Dexterity edge) to make his Skill Test. Luckily, his Drama Die comes up a 6, so he adds it and the next highest die, a 4, to his skill, for a total of 13. He hits!*

The biggest difference between ranged and melee combat is how the Narrator determines the Difficulty Number.

Difficulty Numbers In Melee Combat

During melee combat, the base Difficulty depends on the weapon or attack used, unless the target attempts to parry (which usually involves the Primitive Weaponry or Unarmed Combat skill) or dodge the attack. If the target has declared that he will try to parry or dodge, or he changes his action to do so, then the Difficulty of the attack becomes the Test Result of the target's parry or Dodge attempt (though this cannot be lower than the base Difficulty to hit with the weapon; if it is, use the base Difficulty instead). The Reaction

Movement

Type	Rate	Difficulty
Crawl	5 m per action	No roll required
Walk	10 m per action	No roll required
Run	15 m per action	Routine (5)
Sprint	20 m per action	Moderate (7)
Swim	3 m per action	Routine (4)
Jump	2 m forward, 1 m up	Moderate (6)
Climb	2 m per action	Moderate (7)

Terrain Modifiers

Swampy	+3
Mountainous/Steep	+2
Wet/Slick/Icy	+2
Water (2' or higher)	+2
Obstacles, many/large	+2
Obstacles, few/small	+1
Sandy	+1
Rocky	+1
Extremely flat or even	–1
Paved	–2

Movement Maneuvers

Immediate Actions (acts which take no time in combat)

Turning or changing facing
Moving up to 1 m walking or running

Timed Actions

Action	Difficulty	Effect
Dodge	—	Dodge roll becomes the Difficulty Number to hit dodging character
Drop prone	—	A form of Dodge
Get to feet	3	
Walk/run (2 m+)	varies	See Movement Table for Difficulties
Dive for cover	7	A form of Dodge which allows the character to move up to 5 m at no penalty; every meter beyond 5 subtracts 1 from the character's Dodge roll.
Drop and roll	4	A form of Dodge which allows the character to move up to 1 m at no penalty; every meter beyond 1 subtracts 1 from the character's Dodge roll.
Tackle	9	The character moves up to 5 m and tackles his opponent; a successful attack means the opponent is knocked down (unless he is substantially larger or stronger than the character), takes 2d6 Stun damage, and, if the character desires, is Grabbed (see the Combat Maneuvers chart, opposite). Tackle requires a Coordination Test or Unarmed Combat Test.

"Action" is the action the character wishes to take.

"Difficulty" is the Difficulty Number for the maneuver, if the Narrator requires a Skill Test at all. Most Movement Maneuvers should not require Skill Tests to perform, unless some benefit (such as a Dodge effect or attack) is associated with them.

"Effect" is how the maneuver affects the character or the combat.

Universal Combat Maneuvers (Timed Actions) (usable by any character)

Action	Difficulty	Damage	Notes
Aim	—	—	–1 Difficulty to hit target for each action used to Aim; characters may Aim multiple times
Block	—	—	Parries unarmed hand-to-hand attacks. Character rolls either an appropriate Skill Test (Unarmed Combat) or a Coordination Test and subtracts 3 to establish a Difficulty for hitting him with such attacks.
Grab	9	—	If successful, the character has grabbed his opponent and effectively immobilized him, preventing him from taking any action other than trying to break free. The characters must make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can break free. This Opposed Test is an Immediate Action, but may only be attempted once per round. At the Narrator's discretion, a character who has been grabbed can use his Coordination (instead of Fitness+Strength) to attempt to worm free.
Kick	8	4+1d6	
Punch	7	3+1d6	
Roundhouse Punch	8	4+1d6	
Snap Punch/Kick	6	2+1d6	

Boxing (Timed Actions) (usable by characters who know Unarmed Combat (Boxing))

Action	Difficulty	Damage	Notes
Block	—	—	Parries unarmed hand-to-hand attacks. The character rolls an Unarmed Combat Test to establish a Difficulty for hitting him with such attacks.
Jab	7	4+1d6	
Uppercut	7	5+1d6	

Starfleet Martial Arts (Timed Actions) (usable by characters who know Unarmed Combat (Starfleet Martial Arts))

Action	Difficulty	Damage	Notes
Block	—	—	Parries unarmed hand-to-hand attacks. The character rolls an Unarmed Combat Test to establish a Difficulty for hitting him with such attacks.
Disarm	9	—	Attacker and target make Opposed Fitness Tests (modified by Strength), with attacker receiving +2 to his roll. If attacker wins the Test, the target drops his weapon.
Punch	7	4+1d6	
Strike	9	2+2d6	
Throw	8	1+1d6	Target is thrown to the ground and suffers penalties for being prone until he gets to his feet (which takes an action)

Special Actions (Timed Actions) (usable by Vulcan characters)

Action	Difficulty	Damage	Notes
Vulcan Nerve Pinch	8	3+2d6	Stun damage only; Strength does not add to the damage; see rules for "Stun Damage," page 118.

"Action" is the action the character wishes to take or combat maneuver he wishes to use.

"Difficulty" is the base Difficulty Number for attacking another character with the maneuver.

"Damage" is the damage done by the maneuver. All damage rolls are modified by a character's Strength edge (add or subtract a number of damage points equal to Strength); the Drama Die rule does not apply. The total on the dice is the amount of damage done to the target. At the Narrator's option, characters can increase the damage a maneuver does by using impromptu weapons such as chair legs, broken bottles, and the like.

edge normally modifies dodge attempts, while the Dexterity edge affects parry or blocking attempts.

Combat maneuvers, including those taught as part of martial arts styles, also have base Difficulties (see the Combat Maneuvers table, below). Because the use of energy weapons often leads to quick and deadly resolution, old fashioned fist-fights have become a staple of the *Star Trek* milieu. Who can't picture Sisko or Jadzia slugging it out with their Klingon or Romulan adversaries? This cavalier spirit should run through your episodes, as well. After all, it's easy to nurse a few bruises over a glass of synthehol at Quark's, but who can bring back Ensign Cahill after he's been disintegrated?

Difficulty Numbers In Ranged Combat

During ranged combat, the Narrator determines the Difficulty based on the shooter's distance from the target. This distance—or range—is described as Point Blank, Short Range, Medium Range, or Long Range. Of course, if an opponent attempts to dodge the attack, the Difficulty equals his Dodge Test Result (or the Difficulty based on the distance, whichever is greater), as with melee combat.

To determine which range to use, consult the weapon's Range listing. For example, a character armed with a phaser has a Range of 5/10/20/80. This means any targets up to 5 meters away are considered to be at Point Blank range, targets from 5.1–10 meters away are at Short Range, targets 10.1–20 meters away are at Medium Range, and targets from 20.1–80 meters away are at Long Range.

For every 10 meters beyond the weapon's listed Long Range, increase the Difficulty by +1.

COMBAT VARIABLES

There are other factors which can affect combat situations. These variables can increase or decrease the Difficulty of various Tests during a battle. Some of these factors include:

Ranged Combat Difficulty

Range	Difficulty
Point Blank	Routine [3]
Short Range	Routine [4]
Medium Range	Moderate [7]
Long Range	Challenging [10]

- **Called Shots:** It is possible to aim at a specific target area (such as the arm, leg, hand, head, and so forth). This increases the Difficulty of the attack.

  As a general guideline, for called shots to hit targets 10 to 75 centimeters long, add +2 to the Difficulty. For targets smaller than 10 centimeters long, add +4 to the Difficulty. Narrators desiring more detailed called shot modifiers can use those listed in the optional hit location chart (see page 119); those seeking greater simplicity can simply use the Size guidelines provided below.

- **Cover:** Characters protected by *cover* are harder to hit during combat. Cover can take the form of physical barriers between the character and an attacker (force fields, walls, rocks, and so on) or consist of factors that affect visibility (smoke, rain, darkness, or other such visual impediments).

  Physical cover makes a character harder to hit. If the cover protects one quarter of the character's body, increase the Difficulty to hit him by +1; if it protects one half of his body, add +2; if it protects three quarters of his body, add +4. If cover protects the character's entire body, the attacker cannot hit the character; the cover must be destroyed before a successful attack can occur. The accompanying table provides guidelines for the strengths (expressed in terms of armor—see "Resisting Damage: Armor," page 118) of various materials. Narrators should use their judgment when determining how much cover (if any) a given attack destroys; some forms of cover require multiple shots before the target behind it can be hit.

  Visual cover makes a character harder to hit because he is harder to see, thus increasing the Difficulty Number of attacks against him. As a rough guideline, light smoke or dim light increases the Difficulty by +1, heavy smoke or moonlight by +2, and thick smoke or total darkness by +3. These penalties also apply to any roll to perceive things visually, including most Search rolls.

- **Off Hand:** Characters are normally either right-handed or left-handed (player's choice). Unless he has the Ambidexterity advantage, indicating that he is equally adept with both hands, any attacks (or other Skill Tests) made using the character's off hand are at +1 Difficulty.

- **Prone or Immobilized:** Characters who are prone are usually easier to hit (–1 Difficulty), particularly in hand-to-hand combat (being prone may actually make a character harder

to hit in some circumstances—+1 Difficulty—with ranged attacks). Characters who are immobilized (tied up, for example) are much easier to hit (–4 Difficulty).

- **Size:** The Narrator should take into account the size of objects in combat when determining Difficulty Numbers to hit a target. It is easier to hit objects which are much larger than oneself (for example, a Human shooting at a starship), but harder to hit objects which are smaller (a Human shooting at an insect). As a rough guideline, for every doubling of a target's size in comparison to its attacker, subtract 1 from the Difficulty to hit it. For every halving of a target's size in comparison to its attacker, add 1 to the Difficulty to hit it.

- **Targeting Systems:** Some ranged weapons have built-in targeting systems. These weapons have a Targeting rating (such as 1 or 3). When a character fires such a weapon, he makes a normal Skill Test, but the Difficulty Number for the Test is decreased by a number equal to the weapon's Targeting rating. The minimum Difficulty Number remains 2, however.

- **Zero Gravity:** All combat actions and Skill Tests suffer a +1 Difficulty when performed in zero gravity unless a character has the Zero-G Training advantage or makes a Routine (4) Personal Equipment (Environmental Suit) Test.

COURAGE POINTS IN COMBAT

Courage Points can be spent at any time during a round. Courage Points may not be used to improve an Initiative Test or a damage roll.

DAMAGE AND HEALING

INFLICTING DAMAGE

If an attack succeeds, the target of the attack may be injured or even killed. The amount of *damage* done by the attack indicates its level of severity. Obviously, a roundhouse kick that does 6 points of damage is far less severe than a phaser blast which does 26 points. Some forms of attack cause a set amount of damage (normally based on Fitness and any Strength edge). Other forms, most notably energy weapons, deliver a variable amount of damage (requiring you to make a die roll). Dramatic Successes typically add 1–2 extra damage dice, and Courage Points may not be spent to increase the damage roll. The Drama Die does not apply to damage rolls.

BRAWLING AND MARTIAL ARTS

Brawling attacks (untrained, unarmed melee attacks) typically inflict a number of points of damage equal to the attacking character's Fitness+Strength.

Martial arts or other combat maneuvers usually inflict a specific amount of damage, modified by the character's Strength (see Combat Maneuvers table).

The damage done by punches and similar attacks is usually Stun Damage (see "Stun Damage," page 118).

WEAPONS

For weapons, consult the weapon's damage code to determine how much damage it causes. For example, a phaser on setting 5 does 10+2d6 damage, meaning a base of 10 points plus the total rolled on two dice.

TAKING DAMAGE

A character can withstand an amount of damage equal to his Resistance (Fitness+Vitality+applicable armor). Any damage which exceeds the target's Resistance affects the target directly.

OTHER FORMS OF DAMAGE

The frontier contains many dangers, and outright combat is often the least of a character's problems. Fire, radiation, explosive decompression—each of these dangers can easily injure even the most resilient characters. For circumstances not described here, Narrators should use these rules as guidelines to create an appropriate rule for the situation.

- **Falls:** Each 10 m of distance fallen causes 1+1d6 damage. Thus, a 70 m fall does 7+7d6 damage. This assumes a local gravity roughly equal to Earth's; for environments which involve different gravity, multiply the damage done by the difference between local gravity and Earth gravity. For example, if local gravity is half of Earth's, halve the damage; if it is twice as strong as Earth gravity, double the damage.

- **Fire:** Contact with a roughly torch-sized flame causes 3+1d6 damage per round of contact; flammable articles, such as clothing or hair, may catch on fire and do further damage to the character. For larger fires, add +1d6 damage for every doubling of the size of the fire. If a character is completely immolated (say, in a bonfire), he takes 3+10d6 damage. Plasma fires or other unusual blazes burn hotter than normal flame, causing double damage.

- **Radiation:** While large doses of radiation can kill a character in seconds, many types of radiation are more insidious. Characters exposed to damaging radiation take 1d6 per round for the duration of their exposure. After direct exposure ends, they continue to take 2 points of damage per day (from radiation sickness) until they are treated. For more or less severe types of radiation or exposure, add or subtract damage dice, or lengthen or shorten the time interval in which damage occurs.

- **Drowning:** A character can hold his breath underwater for 5 rounds per point of Fitness+Vitality. For every round after

that, the character takes 1 point of damage (Resistance offers no protection against this) until Stunned, after which he takes 1d6 damage per round (again, Resistance does not apply) until dead.

• **Vacuum:** Characters caught in a vacuum (space) without protection will die in a number of rounds equal to their Fitness+Vitality. If rescued before death, assume they drop one Wound Level per round of exposure until reaching Near Death.

RESISTING DAMAGE: ARMOR

A character can withstand damage equal to his *Resistance*, which equals his Fitness+Vitality, augmented by armor. A character can spend Courage Points to increase his Resistance for one round (or one scene, at the Narrator's option), at the rate of one Courage Point per point of Resistance. Any damage which exceeds a character's Resistance affects the character directly.

Characters can wear armor to protect themselves from damage—Federation security troops often don combat armor before entering a dangerous area, while Romulan soldiers prefer protection from hand weapons. Klingon warriors usually wear intricate leather/metal armor. Armor grants protection against both physical and energy damage; it adds to the character's Resistance for purposes of withstanding damage.

A Klingon (Fitness 3, +1 Vitality) wears traditional battle armor which affords +2 protection against physical attacks and +1 protection against energy attacks. When attacked by a knife, club, sword, or kick, he can resist 6 points of damage (his normal 4 Resistance plus the added protection of the armor). When struck by an energy weapon, he resists 5 points of damage.

Armor rarely covers the wearer's entire body. If you are using the optional "Hit Locations" rule, a targeted part of the body may not be protected by armor—the player should specify on his character sheet which of his character's body locations are protected by armor.

EFFECTS OF INJURIES

When a character becomes injured, he weakens and his ability to act becomes impaired. Minor injuries have little effect, but as the character's injuries worsen, he becomes less able to function effectively.

A character's current injury status, and thus his current degree of impairment, is described by seven *Wound Levels*. The accompanying Wound Level table lists each of these levels and their corresponding effects. All characters are normally considered to be *Healthy* until they suffer damage or injury.

Your character can take an amount of damage (from one or more attacks) equal to his Resistance (not including armor) before dropping to the next level. For example, an uninjured Bajoran security officer with a Resistance 3 (Fitness 4, Vitality –1) could take 3 points of damage before being Stunned. It would take an additional 3 points of damage before his status dropped to Injured. All points in a given Wound Level must be crossed off before your character drops down to the next level. If the security officer had only taken 2 points of damage, instead of 3, he would remain Healthy until he suffered an additional point of damage.

The effects listed on the Wound Level Table are cumulative. Returning to the example above, an uninjured Bajoran security officer takes 3 points of damage, reducing him to Stunned. He suffers a +1 Difficulty penalty to all Tests. Later on, he is hurt again, this time taking him down to Injured; he now suffers a +2 Difficulty penalty to all Tests.

Stun Damage

Some attacks, such as punches or phasers set on "stun," are not intended to kill or seriously injure a target, just to render him unconscious. These attacks do Stun Damage.

Stun Damage from Energy Weapons and Nerve Pinches

Some energy weapons—Federation phasers, for example—can be configured to inflict nonlethal damage. Starfleet standard operating procedure requires phasers be set on stun, at least initially. For a weapon set on stun, roll damage normally. When the target is reduced to the *Stunned* Wound Level, he is rendered unconscious. This rule also applies to the Vulcan nerve pinch and certain martial arts maneuvers.

The length of time the character remains unconscious depends on the weapon and its settings—refer to the individual weapon descriptions for more details—but at least one to two minutes is typical. For each damage point beyond the Stunned Wound Level, a Human character remains unconscious for an additional five minutes. The Narrator may wish to modify this according to a character's species. For example, Klingons tend to be more resilient than Humans, so the Narrator might rule that they remain unconscious for only one third as long.

Stun Damage from Punches

Similarly, punches and other unarmed melee attacks usually cause Stun damage. When the damage from an unarmed melee attack reaches the Incapacitated level, the injured character is rendered unconscious. For each damage point beyond the *Incapacitated* Wound Level, a Human character remains unconscious for an additional five minutes. Again, the Narrator can modify the length of time depending on a character's species.

Effects of Stun Damage

Ordinarily it's not possible to seriously injure or kill a character with Stun damage. However, at the Narrator's option, if a character continues to attack an unconscious foe with Stun damage attacks, he will begin to do normal damage, and can, if he attacks the helpless foe long and fiercely enough, kill him.

When normal attacks are used together with attacks which only do Stun damage, the Stun damage is considered as normal damage for purposes of calculating Wound Levels. For example, suppose a Jem'Hadar soldier punches Inman Jay so hard that he becomes injured. If a second Jem'Hadar then

Optional Rule: Hit Locations and Called Shots

For added realism, Narrators may elect to use this rule, which determines where a successful shot or attack strikes a target. Roll two dice to determine the basic "hit location" and consult the following chart:

Roll	Target Location	Modifier	Effect
2	Upper Arm/Shoulder (Left)	+3	Must make Moderate (7) Coordination roll to hold on to any held items, including weapons.
3	Upper Arm/Shoulder (Right)	+3	Must make Moderate (7) Coordination roll to hold on to any held items, including weapons.
4	Lower Arm/Hand (Left)	+4	Must make Challenging (9) Coordination roll to hold on to any held items, including weapons.
5	Lower Arm/Hand (Right)	+4	Must make Challenging (9) Coordination roll to hold on to any held items, including weapons.
6	Chest (Left or Right Side)	+2	
7	Abdomen/Stomach	+1	x1.5 damage
8	Upper Leg/Thigh (Left)	+2	Reduce all movement to half normal
9	Upper Leg/Thigh (Right)	+2	Reduce all movement to half normal
10	Lower Leg/Foot (Left)	+4	Reduce all movement to one-quarter normal
11	Lower Leg/Foot (Right)	+4	Reduce all movement to one-quarter normal
12	Head	+5	x2 damage

In addition, after a character has determined which location he hit, he can elect to "slide" the result to another hit location based on how proficient he is with the mode of attack. He can "slide" the attack up to one step up or down for each point he has in the Skill he used to make the attack. For example, Paran (our Bajoran merchant), with Energy Weapon (Phaser) 2 (3) Skill, can elect to "slide" a hit up to three locations in either direction on the scale when he hits a target with a phaser blast. He rolls a hit location of 7. As a result, he can slide the hit location up to three locations in either direction—anywhere from 4–10. Since he does not want to strike the target character in the abdomen—location 7, a potentially fatal shot—he instead elects to "slide" the hit to the target's right hand (location 5), hoping the target will drop his weapon.

Cover

Type	Armor
Thin wood door	6
Wood door	8
Thin, unarmored metal door	10
Reinforced metal door; large rock	14
Armored bulkhead	20
Heavily armored security door	24

Wound Levels

Wound Level	Effect
Healthy	The character suffers no impairment (this is his normal, uninjured state).
Stunned	The character suffers a +1 Difficulty to all Tests (or –1 to Initiative Tests and dodge or parry rolls) until healed. This penalty is in addition to whatever other penalties already apply.
Injured	The character has been thrown to the ground and is in such pain that further actions this round are impossible. Until he receives first aid or medical attention, he suffers a +1 Difficulty to all Tests (or –1 to Initiative Tests and dodge or parry rolls) until healed. This penalty is in addition to whatever other penalties already apply.
Wounded	The character has been thrown to the ground and is in such pain that further actions this round are impossible. Until he receives first aid or medical attention, he suffers a +2 Difficulty to all Tests (or –2 to Initiative Tests and dodge or parry rolls) until healed. This penalty is in addition to whatever other penalties already apply.
Incapacitated	The character has been thrown to the ground and rendered unconscious for 2d6 minutes. Once awake, the character cannot move or perform actions until first aid or medical attention has been received.
Near Death	The character is so severely wounded that without immediate medical attention, death is inevitable. If a Near Death result is achieved, the character falls prone and unconscious and will die after his Fitness+Vitality in minutes. A successful Routine (4) First Aid Test will stabilize the character, though medical attention—in a sickbay, for example—is required to heal his injuries. If the character does not receive the required medical attention, a new First Aid Test must be made every hour, or the character will fall unconscious and die.
Killed	The character dies.

Natural Healing

Fitness Roll	Healing Result
1–3	Character's health worsens; treat as injury of one step worse than injury suffered (for example, as a Wounded injury if character was Injured). This result does not apply to characters who are only Stunned.
4–6	No effect; character still suffers from injury at the same level.
7–9	Partial recovery; character still suffers from injury, but at one level better (for example, a Wounded character would become merely Injured, and a Stunned character would be back at full health).
10–12	Partial to full recovery; character still suffers from injury, but at two levels better (for example, an Incapacitated character would become merely Injured; a Wounded character would be completely recovered).
13+	Full recovery. Character regains all Wound Levels and returns to a Healthy state.

Degree of Injury

Degree of Injury	Difficulty to Diagnose/Heal
Stunned	Routine (4)
Injured	Moderate (7)
Wounded	Challenging (8)
Incapacitated	Difficult (13)
Near Death	Nearly Impossible (15)

shoots Jay with a disruptor, further wounds will reduce him to Wounded, Incapacitated, Near Death and Killed — the second Jem'Hadar does not have to "start over" at Stunned just because his disruptor does a different "type" of damage than the first Jem'Hadar's punches.

When characters regain consciousness after being stunned by an energy weapon (such as a Federation phaser), they are considered Healthy. No residual damage remains (unless they were further attacked when they were unconscious). If a character was rendered unconscious by unarmed combat damage (in a fistfight, for example), he regains consciousness at the lowest level of his Stunned Wound Level. For example, a character who regains consciousness after a brawl has one point remaining in his Stunned Wound Level. If he takes one more point of damage, he will become Injured. It doesn't matter what a character's Resistance is; when characters regain consciousness after being physically knocked out, they have one point remaining in their Stunned Wound Level.

Healing

Characters heal injuries in a number of ways: natural healing, receiving first aid, or receiving advanced medical treatment.

Natural Healing

Characters who do not receive medical attention can heal naturally, though recovery is slow, painful, and often incomplete. The character must rest for a certain amount of time, and can then attempt to make a Fitness Test (modified by his Vitality edge). Compare the Test Result to the Natural Healing Table for the results.

Any character attempting to heal naturally is essentially bedridden—attempts at exercise or work add +1 Difficulty to his Fitness Tests during recovery.

A Stunned character must rest for 1d6 minutes before attempting a healing roll (or, at the Narrator's option, is automatically healed at the end of that time). An Injured character must rest for 1d3 days before attempting a healing roll; a Wounded character, for 1d6 days; an Incapacitated character, 1d3 weeks; a Near Death character, 1d3 months. Of course, the Narrator might rule that special or unusual circumstances allow a character to make Fitness Tests more quickly.

Medical Attention

Characters can also recover from their injuries by receiving medical care—either first aid, or the more advanced medical attention available in a sickbay or hospital. Depending on the nature of the injury, this may be accomplished quickly (a round or two), but may require much more time (equivalent to the recuperation periods described under "Natural Healing").

The First Aid skill and standard medical kits can be used to stabilize or heal wounds in the field. Such field medicine requires the character to have at least a rudimentary knowledge of first aid or medicine, however. (See the "Technology" chapter for more information on medical gear.)

Advanced medical care requires more than just a medkit or tricorder—it involves the continued attention of doctors and nurses in a sickbay or hospital. Characters must know an appropriate Medical Sciences skill and have proper facilities to administer this kind of care.

In general, use the following as benchmark Difficulties for using medical tricorders and medical kits to heal wounds. Reduce the Difficulty by 2 if the character is receiving advanced medical care.

If the First Aid or Medical Sciences roll is successful, the character's damage is reduced by one level: Near Death reduces to Incapacitated, Incapacitated reduces to Wounded, and so on.

Example of Combat

Three Klingon smugglers (each Fitness 3, Strength +1, Vitality +1, Coordination 2) pick a fight with three Starfleet officers—Lt. Commander Hutchins (Fitness 4, Strength +1, Vitality +1, Coordination 3, Reaction +1), Lt. Marvek (Fitness 3, Vitality +1, Coordination 4, Reaction +1, Dexterity +1), and Ensign Sar'vela (Fitness 2, Coordination 2, Dexterity +1)—in a bar at the local starbase. Although the three officers try to leave quietly, the Klingons block the exit and a fight ensues.

In the first round of combat, all characters roll Initiative Tests. Lt. Commander Hutchins is going to use his Unarmed Combat (Starfleet Martial Arts) 2 (3), so he rolls four dice; his best result is a 5, so his Test Result is 8 (5 + 3 for his skill). Lieutenant Marvek is going to use his Unarmed Combat (Starfleet Martial Arts, Vulcan Nerve Pinch) 2 (3) and (3), so he rolls five dice (for Coordination + Reaction); his Drama Die is a 6, so he adds it and the next highest die, a 3, to his skill level, for a Test Result of 12. Ensign Sar'vela uses his Unarmed Combat (Starfleet Martial Arts) 1 (2), so he rolls two dice, getting a 4 as his best result, so his total is 6. The three Klingons (A, B, and C) plan to use their Unarmed Combat (*Mok'bara*) 2 (3) skills; they get Initiative Test Results of 7, 6, and 4, respectively. Klingon B rolled higher on his Drama Die than Ensign Sar'vela did, so he will go before Sar'vela. Therefore, the order of combat during this round is Marvek, Hutchins, Klingon A, Klingon B, Sar'vela, and Klingon C.

Marvek declares he will only take one action this round. Preferring to use nonviolent methods to end the fight, he opts to apply a Vulcan nerve pinch to Klingon B. He rolls four dice and gets a 6 as his best result (but not on his Drama Die, unfortunately). Added to his skill level of 3, this gives him a Test Result of 9. Since the Difficulty for the Vulcan nerve pinch is 8, he grabs the Klingon. The maneuver does (3+2d6) damage. He rolls his two dice and gets a 12, so he does 15 points of Stun damage to the Klingon—the most he can possibly do. Since Klingon B's Resistance is 4, he resists 4 points of the damage, leaving 11 points. That's enough to reduce Klingon B to Stunned (and thus, since it is Stun damage from a Vulcan nerve pinch, unconscious). Since Marvek did 7 more points of damage beyond what was necessary to render Klingon B Stunned, the Narrator rules that Klingon B will remain unconscious for an additional 15 minutes (about half the time a Human would remain unconscious).

Lt. Commander Hutchins acts next. He declares he will attempt two actions: He wants to punch Klingon A and Klingon C. Therefore he will have a +1 Difficulty modifier to both of his Punch maneuvers (making them Difficulty 8, instead of their usual 7). For his first attack, he rolls four dice; his best roll is a 5. Adding this to his Unarmed Combat (Starfleet Martial Arts) 2 (3) yields a Test Result of 8—a hit! The base damage for his Punch is 4+1d6, and he adds +1 point of damage because of his Strength +1. He rolls a 2, so he does 7 points of damage. Klingon A's Resistance is 4, so he resists 4 points of damage, taking the remaining 3. Since his Resistance is 4, that is not enough to move him to the Stunned Wound Level.

Klingon A attacks next. He jabs at Lt. Commander Hutchins. His Difficulty Number is 7. He rolls two dice (for his Coordination); his best die is a 2. This is added to his skill level of 3, for a Test Result of 5. He misses as Lt. Commander Hutchins deftly steps out of the way of his punch.

Ensign Sar'vela's player has no illusions about Sar'vela's ability to pummel a Klingon into unconsciousness, so he asks the Narrator if there is any sort of makeshift weapon nearby. The Narrator tells him there is a wooden chair just to his left; he can use his Primitive Weaponry skill to wield it, but its bulk will give Sar'vela a +1 Difficulty penalty on his attack roll. Sar'vela grabs the chair and smashes it over Klingon C's head. He rolls three dice (two for Coordination, plus one for +1 Dexterity); his Drama Die comes up a 6, and his next highest die is a 4. Added to his Primitive Weaponry skill level of 2, that gives him a 12—more than enough to hit with the chair, but not quite enough for a Dramatic Success. Sar'vela's player rolls two dice for damage (the chair acts like a club, which does 2+2d6 damage), getting a 7, for a total of 9 points of damage. Klingon C resists four of those points and takes 5, rendering him Stunned. He has yet to reach Incapacitated, so Klingon C is still conscious.

Since all combatants have acted for the first time (or are unconscious or stunned), the combat proceeds to any additional actions in this round. Only Lt. Commander Hutchins declared more than one action, so he is the only one left to act. He asks the Narrator if he can change his second action to attack Klingon A again. The Narrator agrees. This time Hutchins' Test Result with his Unarmed Combat (Starfleet Martial Arts) roll is a 9, indicating another hit. Even better, when Hutchins rolls his two dice for damage, he rolls a total of 10. He does 14 points of damage this time, of which Klingon A takes 10. Combined with the previous 3 points of damage, that's enough to reduce Klingon A to Wounded (but only for purposes of knocking him out, since unarmed melee attacks don't do lethal damage until after the target is knocked out). Klingon A is knocked down by the force of Hutchins' powerful punches, and will be at +2 Difficulty for all Tests until healed.

Initiative Tests for the next round establish the following order of combat: Klingon C, Hutchins, Marvek, Sar'vela, Klingon A. Klingon C decides to take three actions this round: pick up his *bat'leth*, attack Sar'vela, and dodge Sar'vela's counterattack. This will impose a +2 to the Difficulty of all of his actions (or a –2 to his Dodge Test Result). Picking up his weapon requires no Skill Test, fortunately.

Hutchins also declares two actions: draw his phaser and fire at Klingon C. Drawing his phaser requires no Skill Test.

Marvek declares he will move over to Klingon A and administer another Vulcan nerve pinch. The Narrator rules that Marvek is only 1 m away from Klingon A, so getting to him will not require an action. He also rules that because Klingon A is prone and Wounded, he will be easier to hit (Difficulty will be at –2). Marvek rolls his five dice and gets a 5 as his best result. This, plus his skill level of 3, equals 8—enough to hit even without the –2 reduction in Difficulty. The Narrator rules that, given Klingon A's current state of injury, the nerve pinch automatically knocks him out for the rest of the fight.

Sar'vela declares two actions: block Klingon C's attack with the remnants of the chair, and then counterattack. He rolls three dice and gets a 5, which he adds to his Unarmed Combat (Starfleet Martial Arts) 1 (2) for a 7, and the Narrator grants him a +1 for the chair fragments, for a total of 8. That's the Difficulty for Klingon C's attack against him.

All characters having taken their first action, second actions begin. Klingon C slashes at Sar'vela with his *bat'leth*. Klingon C has Primitive Weaponry (*Bat'leth*) 1 (2). He rolls his two Coordination dice, getting a 4 as his best roll. This means he missed (4 plus the skill level of 2 equals 6, less than the Difficulty of hitting Sar'vela, which is a base of 8, +2 because Klingon C has declared multiple actions, +1 because Klingon C is Stunned, for a total of 11). The Narrator rules that Sar'vela deftly blocks the blow.

Hutchins goes next; he fires his phaser at Klingon C. They are at Point Blank range, so his Difficulty to hit is a mere 3. Hutchins has Energy Weapon (Phaser) 2 (3). The Narrator is using the optional "Automatic Success" rule, so since Hutchins' skill level equals or exceeds the Difficulty (he doesn't have a Dexterity edge), Hutchins automatically hits the Klingon. Hutchins' phaser was previously set on 2 (Medium Stun), which does 4+2d6 damage. Hutchins rolls a 10 on his two dice, for a total of 14 points of damage. Klingon C resists 4 points of this damage, but takes the remaining 10—enough to take him from Stunned all the way down to Wounded. Because the phaser was set on stun, Klingon C is rendered unconscious, and will remain so for 10 minutes. (Remember, even though Klingon C's Wound Level is Wounded, he is still only unconscious.) The player characters then take the three Klingons prisoner so they can turn them over to the authorities.

Combat Quick Reference

I. Initiative: Who Acts First

A. **Initiative Test:** Each character in combat rolls an Initiative Test using the relevant skill.

1. **Reacting:** The Reaction edge can modify a character's Initiative Test.

2. **Highest Result acts first:** The character who gets the highest Initiative Test Result acts first; the remaining characters act in order of their rolls, from highest to lowest.

   a. **Ties:** If two or more results tie, the character who rolled higher on his Drama Die is the victor. If the Drama Die rolls are the same as well, the character or side who began the fight wins Initiative.

3. **Courage Points:** A player cannot spend Courage Points to increase his Initiative Test result.

II. Actions: What Characters Can Do

A. **Rounds:** Combat takes place in rounds, which are five seconds long. Characters may take one or more actions during each round.

B. **Declaring Actions:** After Initiative is determined, each character declares what actions he will attempt.

1. **Immediate Actions; Timed Actions:** There are two types of actions characters can take: Immediate Actions, which take no time in combat and do not have to be declared (such as dropping a weapon, moving up to 1 m, or turning around); and Timed Actions, which take time in combat and must be declared (such as firing a weapon, dodging, or punching).

2. **Delayed or Changed Actions:** Characters may delay their actions, but must engage in an Opposed Coordination Test if they later attempt to "interrupt" another character's action. They may also change a declared action to dodge or parry an attack, or, at the Narrator's discretion, to do something else or even add another action.

3. **Surprise:** Characters who are surprised by an attack can take no action (not even Immediate Actions or dodging/parrying) during a surprise attack.

4. **Multiple Actions:** Characters may declare multiple actions in a round. The first action is "free," but every action after the first adds a cumulative +1 Difficulty to all Tests that round (even the first one, if not yet made). For example, taking four actions imposes a +3 Difficulty to all Tests the character has to roll that round. (For Initiative Tests and dodge/parry rolls, which involve no Difficulty Numbers, subtract the Difficulty modifier from the Test Result.)

C. **Movement:** Characters can move up to 1 m per round in a brisk walk; moving faster may require a Test (involving the Athletics skill or Fitness), with modifiers for terrain.

1. **Movement Maneuvers:** Characters may also perform Movement Maneuvers, such as dropping prone, diving for cover, or tackling an opponent.

III. Ranged Combat

A. Ranged combat uses ranged weapons such as phasers or arrows.

B. **Difficulty Numbers:** Each weapon has four range categories. The Difficulty to hit a target depends on how far away it is: Point Blank (3), Short (4), Medium (7) or Long (10).

1. **Dodging:** If a target dodges a ranged attack, the Difficulty is not based on range, but on the Test Result of his Dodge roll; however, the minimum Difficulty is still the one indicated by the range.

2. **Combat Variables:** There are numerous situations which can modify a character's ability to make a successful ranged attack, including cover, weapon targeting systems, and zero-gravity conditions.

C. **Hitting a Target:** To hit a target, the character rolls his attribute (plus his Dexterity edge, if he has one) and adds the highest die to his skill; Drama Die rules apply.

IV. Melee Combat

A. Melee combat involves punches, martial arts or other combat maneuvers, and weapons such as knives.

B. **Difficulty Numbers:** The Difficulty Number for melee combat depends upon the type of attack, maneuver, or weapon being used. For example, the Difficulty for a basic Punch is 7.

1. **Dodging/Parrying:** If a target dodges or parries a melee attack, the Difficulty is based on the Test Result of his Dodge roll; however, the minimum Difficulty is still based on the attack type.

2. **Combat Variables:** There are numerous situations that can modify a character's ability to make a successful melee attack, including cover and zero gravity.

C. **Hitting a Target:** To hit a target, the character rolls his attribute (plus his Dexterity edge, if applicable) and adds the highest die to his skill; Drama Die rules apply.

V. DAMAGE

A. **Normal Damage; Stun Damage:** Most weapons and attacks cause normal damage (*i.e.*, damage that can injure or kill someone). Some attacks, including phasers set on stun and punches, only cause Stun damage; Stun damage simply renders a target unconscious once he reaches a certain Wound Level (Stunned for energy weapons and Vulcan nerve pinches; Incapacitated for punches and similar attacks).

1. **Brawling Attacks:** Untrained, unarmed melee attacks cause damage equal to the attacker's Fitness + Strength (Stun damage).

2. **Weapons; Combat Maneuvers:** Weapons and combat maneuvers have their own damage codes to indicate how much damage they cause (typically a base number plus an additional number rolled on one or more dice); Strength modifies the damage roll for melee combat. For example, a basic Punch does 3+1d6 damage, modified by the character's Strength.

B. **Rolling Damage:** The damage done by an attack equals the total rolled on the dice.

1. **Drama Die:** The Drama Die rule does not apply to damage rolls.

2. **Courage Points:** Courage Points may not be spent to increase damage rolls.

C. **Resisting Damage:** Characters may resist a number of points of damage equal to their Resistance (plus any Armor) from each attack. All points of damage beyond that apply directly to the character, injuring him.

D. **Wound Levels:** The state of a character's health is measured by Wound Levels. There are seven Wound Levels: Healthy, Stunned, Injured, Wounded, Incapacitated, Near Death, and Killed. A character can take his natural Resistance in damage before dropping to the next level. The worse a character's Wound Level, the more penalties he suffers to Difficulty Numbers; there may be other ill effects as well.

E. **Healing:** Characters may heal naturally, or with medical help. Either type of healing requires the character to make Fitness Tests (modified by Vitality, if the character has the edge) to improve his Wound Level. Healing with medical attention is normally quicker and easier.

Rules of Engagement

Surrender your ship now!" the Cardassian Gul *yelled into the communicator, his face a mask of rage.*

"You know I'm not that stupid," Captain Mari Red Arrow said, as her ship deftly maneuvered away from the Galor*-class starship's disruptor blasts. Her* Peregrine*-class courier couldn't take too much more punishment, but there was no reason to let the Cardassians know that.*

"Return Cardassian property and I promise your time in a labor camp will be short," the Gul *said.*

"I'm sorry, you ugly reptile, but that industrial replicator is sorely needed for the Maquis cause." Mari punched the communicator off, shutting down further curses from the Cardassian captain.

"Sir!" her First Officer cried. "I'm picking up a Klingon ship decloaking... It's a Vor'cha*-class attack cruiser!"*

"Somebody's looking out for us!" Mari said. "I'm maneuvering so that Klingon ship is between us and the Cardassians!"

"The Klingons are heading straight at them—they're firing disruptors!"

The Cardassian ship veered away as the Klingon phasers tore into its hull. Mari punched her ship into warp and shot away from the battle.

"That was too close!" her First Officer said, slapping her on the back.

"What are you crying about?" Mari said. "A bit tense at the end, but successful nonetheless. One more industrial replicator for the Maquis resistance..."

Red Alert!

Starfleet maintains the peace throughout Federation space, but along the frontiers and in other societies, things don't always remain calm. For any of a million reasons, one person, group, or species attacks another, leading to bloodshed and misery. When the combatants possess the technology to travel through space, such conflicts often spill over into the heavens themselves as starship battles starship. From one-on-one fights between free trader and pirate to the space battles of the Dominion War, which pitted hundreds of vessels against each other in titanic conflict, starship combat is a fact of life in the Alpha Quadrant.

Starship combat depends largely on the characteristics and equipment which a ship possesses. You can find information on ship characteristics in the "Stations and Starships" chapter, pages 208-215. You should familiarize yourself with that information before proceeding with this chapter or running a starship combat.

Readers should also familiarize themselves with the basic rules of the *Star Trek: Deep Space Nine Roleplaying Game*, which can be found in the "Tactical" chapter, page 101. Many of the rules for starship combat are the same as, or are based on, the rules and concepts found in that section of this book.

Time

Starship combat is organized into *rounds*, just like personal combat. Each round lasts five seconds. During this time, a starship can take one or more actions; starships suffer no penalty for performing multiple actions in a round. The characters who operate the various stations on a starship, however, can also take multiple actions in a round (for example, making a sensor check and then firing a weapon), and are subject to Multiple Action Penalties.

Initiative

Initiative in starship combat is determined with the Starship Tactics Skill of each ship's commanding officer. If, for whatever reason, a ship's commander does not have that Skill, he may make an Intellect Test instead.

Character Roles

Starships and space stations do not fight battles by themselves. Instead, they depend on the training and discipline of their crews. Everyone on the bridge has a role to play during a battle. A pilot or flight control officer maneuvers the ship, another character fires the weapons, a third allocates power, and so on. As with any other group endeavor, the members of a starship crew must work together to achieve their ends, and everyone has a Skill Test to make. During a space battle, the Narrator should work to include all the players, not just the officer manning the phasers. This helps to keep everyone involved and gives each of them the feeling that his role is crucial to the survival of the ship—which it is.

Multiple Actions in Starship Combat

Characters aboard a starship who perform multiple actions in a single round (for example, establishing three sensor locks, firing two weapons, or establishing a sensor lock and then firing a weapon) are subject to a Multiple Action Penalty, just like in personal combat (see page 113). This is why starships assign specific individuals to particular tasks in combat; doubling up on duties makes characters inefficient.

Geltar mans his ship's weapons systems during a battle. He wants to fire twice in one round (one disruptor attack, one torpedo launch). Because he performs more than one action this round, he suffers a +1 Difficulty on both of his Shipboard Systems (Tactical) rolls to hit the targets.

Operations

A starship has a finite amount of power provided by its warp core. Everything a ship does—operating sensors, firing phasers, raising shields—consumes power. Sometimes there's not enough to go around. Typically, at least one character (known as the Operations Officer and/or Engineer on most ships) must allocate power to the appropriate systems and keep them running efficiently.

Power Allocation

The Power characteristic represents the amount of energy a ship can generate each round. A *Galaxy*-class ship, for example, can generate 200 points of Power each round. Every system on the ship, from weapons to life support, costs a certain number of Power points per round to operate. A quick glance at the various ships in the "Stations and Starships" chapter shows that each ship has enough Power to run its systems (including shields and weapons) at their normal levels without significant Power concerns. However, when the crew starts to redirect power to improve weapon or shield performance, Power usage can become a balancing game. The characters responsible for Operations and Engineering must allocate Power in the most efficient ways possible.

During battle, the character at Ops carefully balances the amount of Power allocated to various systems. At the beginning of every round, the Ops Officer allocates Power to each shipboard system; this should be done in concert with the Tactical Officer, to ensure he has enough Power. For example, if the Tactical Officer fires the phasers at half power, the Ops Officer has enough Power to allocate somewhere else—the shields or sensors, for example. Conversely, if the Tactical Officer wants to fire the phasers at maximum power, the Ops

Stations In Starship Combat

Sometimes starships will attack a space station, or fight each other near a station—and most stations are well-equipped to fight back or take part in the battle if necessary. For the most part, space stations function in starship combat like large, immobile starships. Except where noted otherwise, when reading these rules, include "space station" whenever ships are discussed. For example, a space station commander uses his Starship Tactics skill, or an Intellect Test, to determine initiative in starship combat, just as if he were piloting a vessel. Similarly, reference to such positions as "Operations Officer" include equivalent personnel on space stations, starbases, and starships whose crews do not use formal titles. The text includes exceptions, suggestions, and other notes pertaining to space stations when necessary.

Starship Maneuvers

Maneuver	Difficulty
Turn to port/starboard	Routine (4)
Climb/dive	Routine (5)
Climb/dive and turn	Moderate (6)
Hard to port/starboard	Moderate (7)
Steep climb/dive	Moderate (7)
Steep climb/dive and turn	Moderate (8)
Steep climb/dive and hard turn	Challenging (9)

Officer has to give him the Power to do so. If necessary, characters can shut down some systems, or run then on decreased Power (and thus decreased effectiveness), so that other systems can receive more Power.

Generally, reallocating Power does not require a Skill Test; an Engineer or Ops Officer simply makes the change. However, coaxing more strength or effectiveness out of individual systems may require Tests (see elsewhere in this chapter and specific systems descriptions in the "Stations and Starships" chapter). If the Narrator feels that a Test is necessary (perhaps because of damage to the Engineering section or the electro-plasma system [EPS]), the base Difficulty for any Power transfer should be Moderate (7). Some systems are designed to prevent Power from being taken from them—most notably, the life support system. Taking power from these systems requires a Shipboard Systems (Ops) Skill Test to override their failsafes.

Freeform Power System

Using the Power Allocation system adds a level of complexity to starship combat and requires detailed record-keeping. If you prefer not to use the Power system for determining how well a ship's systems function, you can easily ignore it. The Narrator can simply keep track of all of a ship's functions currently in use and limit how much the Crew can strengthen or alter them. Similarly, as the ship suffers damage, the Narrator can simply declare that certain systems or functions now work at some percent of maximum capacity.

FLIGHT CONTROL

Because battle takes place in a gravity-free, three-dimensional environment, a starship's ability to maneuver is limited only by its physical tolerances and capacities and the skill of its Flight Control Officer (starbases, which are effectively immobile, do not have such officers or perform maneuvers). The Conn directs the movement of the ship, making Shipboard Systems (Flight Control) Tests to position the ship in battle—to avoid a collision or for some similarly pressing reason. The number of possible maneuvers which a starship could make in combat is virtually limitless. The Starship Maneuvers table lists just a few possible maneuvers, with a Difficulty for each when making Shipboard Systems (Flight Control) Tests. If the ship is merely attempting to dodge attacks (see "Dodging," page 128), use a flat Difficulty of Moderate (8) for all maneuvers.

If the Flight Control Officer wishes to try a maneuver not listed here, the Narrator should use the maneuvers in the table as guidelines for assigning a Difficulty to the proposed maneuver.

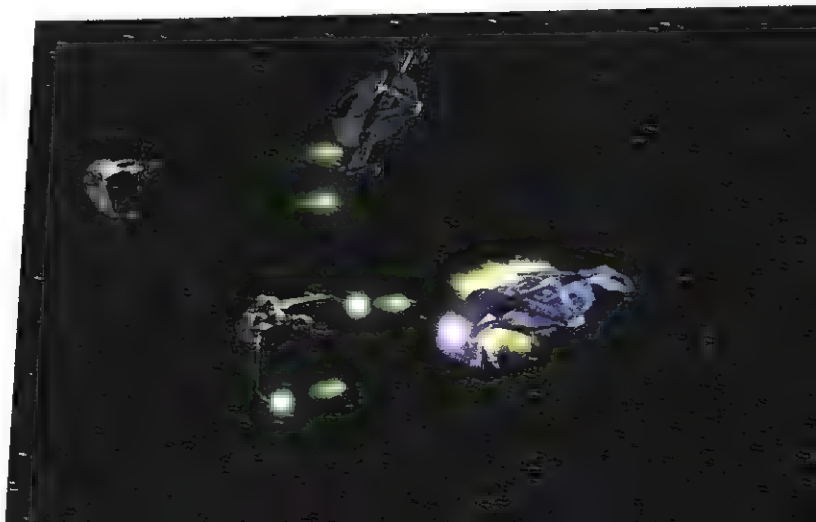
Movement

Starship combat usually takes place at impulse speeds (or, in the case of space stations, while the "vessel" is immobile). Starships must both be traveling at roughly the same velocity and in the same direction to fight at warp speeds. Even then, they can only use photon torpedoes or similar missiles; they cannot use phasers, disruptors, or other beam weapons (including tractor beams) unless such weapons are equipped with ACB-jacketed beam devices recently developed by Starfleet.

For purposes of starship combat, starship movement is broken down into Movement Units. Each round, a ship may move one Movement Unit for each .10 of impulse power (rounding down) it is using to move and maneuver. For example, a ship moving at .25 *c* moves 2 Movement Units per round; one moving at .50 *c* moves 5 Movement Units per round. Each Movement Unit equals roughly 30,000 kilometers.

Starships can accelerate at one half their maximum impulse speed per round (thus, it takes a starship two rounds to reach its full impulse speed from a dead stop). They can decelerate all of their impulse movement (*i.e.*, come to a dead stop) in one round. For example, suppose the *U.S.S. Intrepid* (an *Excelsior*-class starship which can move at .75*c*/.9*c*) moves through a battle at .25 impulse. The captain realizes the ship must get to the far side of the battlefield as soon as possible to prevent a sneak attack on several other vessels. She orders the Conn to accelerate by .45*c* (half its maximum impulse speed) this round, bringing its speed up to .70*c*.

While starships are quite maneuverable, they cannot turn on a dime. When a ship must turn around, the Conn can do one of two things. First, he can bring the ship to a dead stop, use impulse thrust to turn around, and then head in the direction he wants to go. This takes an entire round and counts as being immobile for combat purposes. Second, he can turn the ship in a broad arc. This takes one round, requires a Moderate (7) Shipboard Systems (Flight Control) Test, and requires the ship to use all of its Movement Units for the current round to make the turn. At the end of the round the ship faces the opposite direction from its original heading; the ship is also a number of Movement



Units away from its original position, in the direction of the turn, equal to half the Movement Units it used to make the arc.

The Rapier *moves at .9c and needs to turn around quickly and head back in the opposite direction. Her captain orders a broad arc to starboard. It takes 9 Movement Units and an entire round to make this arc. At the end of the arc the* Rapier *faces the desired direction, but will be 4.5 Movement Units to starboard of its starting position.*

Dodging

The Conn can also make his ship more difficult to hit through clever maneuvering. The base Difficulty to avoid any attack this way is Moderate (8). For every two points by which the Test Result exceeds this number, opponents have a +1 Difficulty to hit the ship with any attacks that round. For example, if the Shipboard Systems (Flight Control) Test Result was a 12, the ship increases the Difficulty of any attempt to hit it that round by +2.

The Picard Maneuver

The Picard Maneuver was developed by Captain Jean-Luc Picard when he commanded the *U.S.S. Stargazer*. It is best used against ships using only lateral sensors, since it relies on a starship's ability to move faster than light without being detected. The maneuver consists of moving briefly from the ship's current position at warp speed, so that the opponent will still "see" the ship as being in its previous position. The attacking ship then drops out of warp near its target, striking from complete surprise since the target still thinks the attacking ship is at its original position.

The Picard Maneuver is tricky, and often dangerous. In addition to the right conditions, it requires a Difficult (13) Shipboard Systems (Flight Control) Test.

TACTICAL

Just as a starship's movement depends on the skill of the officer at Conn, firing the weapons depends on the Tactical Officer. Attacking a target during starship combat primarily involves the Shipboard Systems (Tactical) or (Weapons Systems) skill. The Tactical Officer rolls a Skill Test against the Difficulty of the attack, which is based on the type of weapon being used and the range to the target. (See the ship templates in the "Stations and Starships" chapter for details regarding ships' weapons.)

Targeting Modifiers

A number of situations can modify an attack during battle. These include:

Aiming: A Tactical Officer may spend time aiming at a target. Aiming takes an entire round, during which the starship can make no attacks (with any weapon) nor any maneuvers which would require a Shipboard Systems (Flight Control) roll. For each round spent aiming, the Difficulty to hit a target is reduced by 1.

Called Shots: Characters may attempt to target specific locations on a starship. Though more difficult than a regular attack, this offers the benefit of possibly disabling a vital system on the target ship (assuming that the attack can penetrate the ship's defenses, of course). The Hit Location Table provides Difficulty modifiers and effects for targeting various sections of a ship. Narrators can use these as guidelines to determine modifiers and effects for areas not listed here.

As an optional rule, Narrators may roll randomly on the Hit Location Table to determine where a given shot hits when it penetrates a ship's shields.

Cloak: Usually, a cloaked ship is invisible to both sensors and the naked eye, preventing effective attacks against it (though a starship can always fire at random in the area where its crew thinks a cloaked ship is lurking). If the ship happens to fire in the proper direction, it will hit the cloaked ship if the Tactical Officer makes a Difficult (13) Shipboard Systems (Tactical) Test; bonuses from the sensors, Command skill, and the like do not apply to this roll.

Since a ship cannot use its shields while cloaked, there is typically a multi-second delay between when a ship decloaks and when it activates its shields. This delay affords a window of opportunity in which to attack the now vulnerable ship, if reaction-response time allows. The crew of the attacking ship must make a Challenging (11) Shipboard Systems (Sensors) roll to detect the decloaking/shield activation as it occurs. If successful, an attack on the vulnerable ship is possible, but add +3 to the Difficulty of any attempt to attack the target during this brief time period. If the sensor test failed, attack during this interval is not possible—the crew failed to react in time.

Cover: Although it is much rarer in starship combat than in personal combat, sometimes a ship can hide behind physical or visual cover during a space battle. For example, a starship could hide in an asteroid field or nebula, making it harder to hit. This increases the Difficulty of attempts to hit the ship by +1 to +3, depending upon the extent of the cover.

Immobility: A ship remaining stationary—either because of damage or intent—is easier to hit. Reduce the Difficulty to

hit immobile targets by 2. This also applies to space stations which are, by definition, stationary targets.

Multifire: Torpedo launchers and phasers can launch more than one attack at a time. This depends on the weapon being fired:

Torpedoes: When firing multiple torpedoes, roll to hit the target normally. If the Test Result indicates a success, one attack hits; for every 2 points by which the attacker's Test Result exceeds the Difficulty, an additional attack hits. For purposes of determining the damage to shields (but not to the structure of the ship itself), the multifire burst is considered to do its base damage +1 point per shot that hits the target. If the shield is penetrated, it is assumed that the first torpedo caused the shields to drop; each remaining torpedo damages the structure of the ship separately.

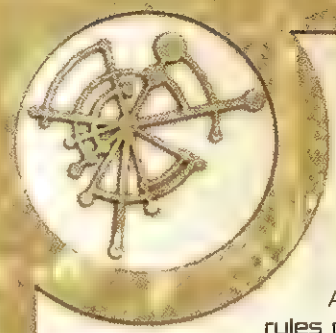
The Rapier *fires a spread of four photon torpedoes at another ship at a range of 200,000 kilometers (Difficulty 5). The Tactical Officer rolls a 9 on his Test. This means that three torpedoes hit (one for making the roll, and one for every 2 points by which the Test Result exceeded the Difficulty). For purposes of damaging the shields, this spread of torpedoes did 23 points of damage; if the torpedoes get through the shields, the second and third torpedoes' 20 points of damage will be applied to the ship separately.*

Beam Weapons: It is also possible to use multifire with beam weapons such as phasers, but this works a little differently. The Tactical Officer must first decide how many shots to fire (to a maximum of five for starships and most space stations, though some stations may have a maximum of ten based on their size and equipment). The shots fired can only be at 75% of maximum power, and the Power cost (75% of the normal Power cost) must be paid for each individual shot. Roll to hit the target normally. However, for purposes of determining the damage to shields (but not to the structure of the ship itself), the multifire burst is considered to do its base damage +1 point per shot that hits the target. If a multifire beam weapon attack penetrates a ship's shields, it is assumed that the first beam caused the shields to drop; each remaining beam damages the structure of the ship separately.

The Tactical Officer of the Rapier *fires a volley of five phaser shots at the enemy ship. Each shot will do 14 points of damage (75% of the Type IX Phaser's normal maximum of 18) and cost 14 Power. If three shots hit, the damage for purposes of breaching the target's shields is 17. If that is enough to breach the shields, the first shot drops the shields; the other two shots' 14 points of damage are applied separately to the ship's Resistance and Structural Points.*

Size: Larger targets are easier to hit and, conversely, smaller targets are harder to hit. If the defender is larger than the attacker, for every point of difference between two starships on the Starship Size Table (page 212), subtract 1 from the Difficulty of hitting the target. For every point of difference that the target is smaller, add 1 to the Difficulty. For example, a *Constitution*-class ship (Size 6) has –2 Difficulty to hit a *Galaxy*-class starship (Size 8), but +3 Difficulty to hit a Romulan scout (Size 3). Of course, the Narrator may rule that certain Tests, targeting systems, or modifiers negate (or further modify) the size difference.

For purposes of ships targeting space stations, add 8 to the station's Size rating to determine its relative size for combat purposes when compared to a starship. Space stations do not receive any modifiers (negative or positive) for targeting starships regardless of relative size.



The Playing Surface

Although the rules provided in this chapter allow players to "roleplay" ship-to-ship battles, it is often helpful to use a physical representation of the battlefield. This not only allows players to see where their ships are in relation to their opponent's vessels, but it makes it easier to calculate movement distances and weapon ranges.

Any large, flat area works for a playing surface. Last Unicorn and other companies manufacture starship miniatures, and the use of miniatures goes a long way toward allowing players to visualize a battle. If you don't have ship miniatures, simply use coins, counters, small pieces of paper, or anything you like to represent the vessels involved in a combat.

On the playing surface, one inch represents one Movement Unit (30,000 km). Although a surface with hexes or squares already marked on it (available at many game and hobby stores) is not required, it may be helpful to use. Alternatively, the Narrator can keep track of ranges and movement, informing the players as they choose their actions.

Impulse Speeds

The standard Starfleet designation for "full impulse speed" is .25 *c*. Vessels may travel faster than this, but such speeds are generally inefficient (it is more efficient to simply go to warp speed). Starship combat represents one of the few situations when high impulse speeds are common.

Starship/Space Station Hit Locations

Roll	Location	Difficulty Modifier	Effect
2	Bridge/Ops	+10	A hit to the Bridge which does 10 points of damage or less damages equipment, imposing a +2 Difficulty on all Tests made using Bridge equipment. Two such hits, or one hit that does 15 or more points of damage, destroys the Bridge. Destruction of the Bridge typically kills all characters on the Bridge, but some may be able to get to escape pods in time to save themselves.
3	Communications	+6	The first hit which does any damage to Communications increases the Difficulty of all Tests made with Communications equipment by +3; the second hit, or any hit that does 15 or more points of damage, destroys the ship's communications capabilities.
4	Engineering	+8	Each 15 points of damage to Engineering increases the Difficulty of all Engineering Skill Tests which involve the damaged equipment (including Tests to repair the damage) by +2. It also decreases the maximum speed of the impulse and warp engines by 20%. After taking 75 points of damage, Engineering is completely destroyed.
5	Impulse Engines	+7	The Impulse Engines' maximum speed is reduced by 25% for each 6 points of damage they take. When they take 24 or more points of damage, the ship cannot travel at impulse speeds. For a space station, count a result of Impulse Engines as crew quarters, cargo storage, or a similar area aboard the facility.
6	Life Support	+8	Life Support's effectiveness is reduced 25% for each 12 points of damage it takes. When Life Support is completely destroyed (48 points' worth of damage), the ship cannot support life; anyone remaining on the ship dies as soon as ambient oxygen is depleted.
7	Main Deflector	+6	The Main Deflector can take 40 points of damage before ceasing to function. At that point, all of the ship's shields are reduced to half power and its navigational deflectors are completely inoperable (rendering warp travel dangerous). For a space station, count a result of Main Deflector as the station's computer system. For every 10 points of damage the computers take, increase the Difficulty of all Tests which involve using the computers (including many uses of the sensors and weapons systems) by +1. After the computer system takes 40 points of damage, it becomes completely inoperable. However, many stations and starships are equipped with multiple computer systems, each capable of running the entire facility or vessel on its own (see individual station and ship templates in the "Stations and Starships" chapter for more details).
8	Sensors	+6	The effectiveness of the Sensors is reduced by 25% for each 8 points of damage they take. Each loss of 25% reduces the sensor's gain modifier by –1 (maximum reduction is to –2) and increases the Difficulty Numbers for all Tests made using the equipment by +2. After Sensors take 32 or more points of damage, the ship can no longer use them at all, rendering it effectively "blind."
9	Shield Generators	+7	Each hit against the Shield Generators which does 10 points of damage or more reduces the effectiveness of all shields by 10%, to a maximum loss of 50% effectiveness.
10	Transporters	+6	Each 6 points of damage destroys one of the ship's transporters (Narrator determines which one).
11	Warp Nacelle	+7	Each Warp Nacelle can take 30 points of damage before being rendered inoperable. If a Warp Nacelle becomes inoperable, the ship's maximum warp speed is reduced by 50% (or 33% or 25% if the ship has three or four nacelles). For a space station, consider Warp Nacelle damage as affecting the station's Fusion Generators (its main power system). Each 15 points of damage to Fusion Generators decreases the station's Power by 20%. After taking 75 points of damage, the Fusion Generators are completely destroyed.
12	Weapons System	+8	Each Weapon System (phaser bank, photon torpedo launcher) can take 10 points of damage before being destroyed. The Narrator should determine which weapon system the attack hits (for example, a forward phaser bank or aft torpedo launcher).

Targeting Systems: Most starships have advanced tactical systems, which aid a Tactical Officer when targeting an enemy vessel. If these systems become damaged as a result of battle, or incapacitated (for example, by the energy discharges in a nebula), increase the Difficulty of Tests to hit targets. For example, the lack of a targeting system might increase the Difficulty of all Tests to hit targets by 2.

Tractor Beams

Although tractor beams technically are not "weapons," it is possible to use them during battle (to immobilize a target, for example). A focused beam of graviton particles, the tractor beam can be used physically to manipulate objects at a short distance. A starship trapped in a tractor beam is effectively helpless; it cannot go to warp or move at impulse power. To break out of a tractor beam, a starship can attempt to overload it by physically pulling free at impulse power, or by destroying the tractor beam generator (a Called Shot).

When a starship attempts to latch on to another ship with its tractor beam, the Tactical Officer makes a normal Shipboard Systems (Tactical) Skill Test and spends the Power to use the tractor beam that round. If the attack succeeds, consult the Tractor Beam Table (page 214) to determine the rating needed to hold the target immobile. If the attacking ship cannot generate that rating at the range between itself and the ship, the tractor beam automatically fails to "grab hold" of the target. Once the tractor beam does grab hold, the attacking ship must continue to pay the Power cost to run its tractor beam every round.

The immobilized ship can try to break free using the raw power of its impulse engines. Each .10 worth of impulse power counteracts 1 point of tractor rating. If the ship's impulse power exceeds the tractor beam's rating, the ship breaks free. Otherwise it remains trapped. For purposes of breaking out of a tractor beam, the Power cost for impulse travel is doubled.

The Narrator may allow a Difficult (13) Propulsion Engineering (Impulse) Test to increase the output of the impulse engines slightly (by no more than +.20 impulse, with a maximum impulse speed of .90 c). Any additional impulse speed obtained in this way costs four times as much Power as normal impulse speed.

Damage

Each type of starship weapon causes a certain amount of damage, as indicated by its Damage characteristic (see individual ship templates in the "Stations and Starships" chapter, page 201, for this information). For example, a Type X Phaser can cause up to 20 points of damage. Some weapons (like phasers) can cause a variable amount of damage, depending on their current setting. The cost in Power equals the amount of damage at which the weapon is set. A Type X phaser set at half power, for instance, would cause 10 points of damage and cost 10 Power to fire.

The Crew can increase the damage a beam weapon can do to a maximum of 125% of its normal listed damage. For example, a Type X Phaser can be made to generate up to 25 points of damage. This costs 3 Power per additional point of damage over the weapon's maximum, and requires a successful Moderate (6) Systems Engineering (Tactical) or Shipboard Systems (Mission Ops) Test.

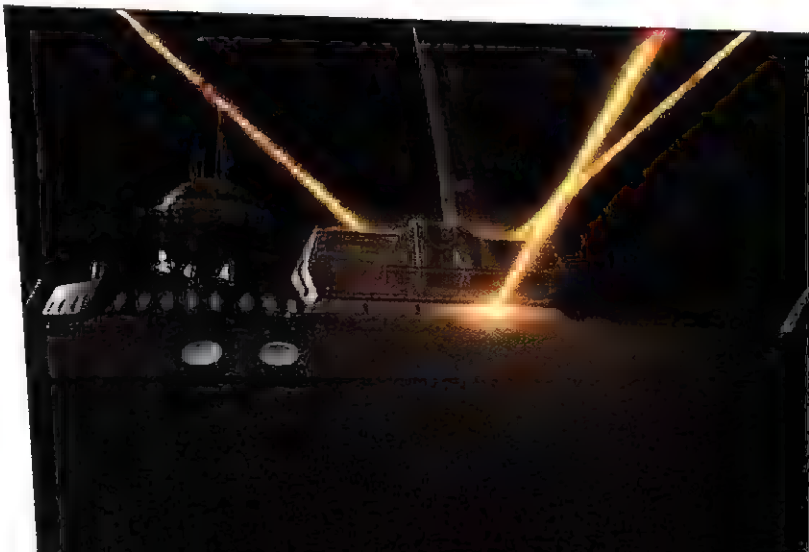
Characters cannot set missile weapons to cause increased damage, but can reduce their damage. A Moderate (6) Systems Engineering (Tactical) Test allows an engineer or technician to "set" a torpedo or other missile at a lower blast setting. The character can choose the new damage total (as long as it does not exceed the weapon's normal damage rating). For example, a photon torpedo which normally does 20 points of damage could be set to do only 10, but it could never be set to do 30. The Power cost for arming and launching the missile does not change even if it is set to cause reduced damage.

Damage which penetrates a ship's shields and Resistance is subtracted from its Structural Points. When a ship loses all of its Structural Points, it is completely destroyed; when it loses half of them, it is half destroyed, and so forth. At the Narrator's option, when a ship loses a percentage of its Structural Points (say, 50%), some or all systems and other functions are decreased by a like percentage (in this example, by half). However, it is often preferable to use the Ship Hit Location Table to determine more precisely when various systems are damaged by attacks.

Beam Weapon Frequency Modulation

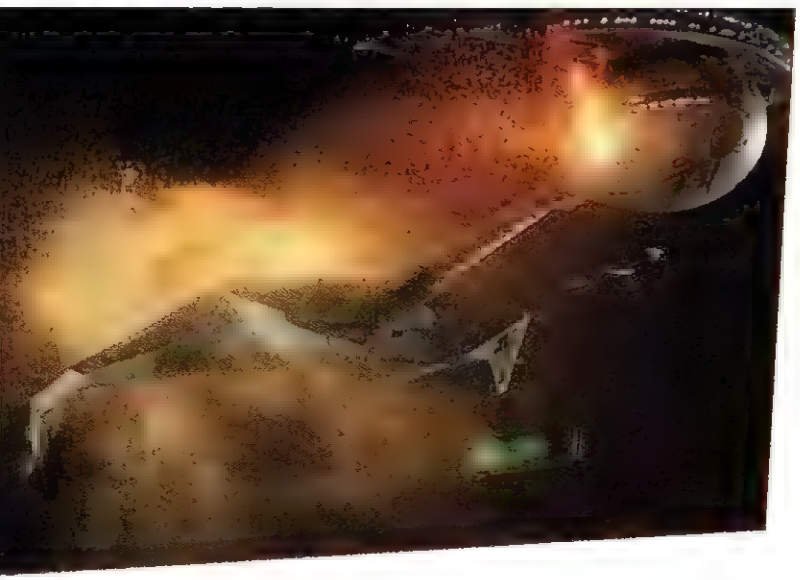
Phasers and deflector shields operate at certain frequencies. If a character can match the modulation frequency of a beam weapon to that of a shield, the beam weapon ignores the shield, passing through it as if it did not exist. This is hard to do, as it requires two Skill Tests: a Challenging (10) Shipboard Systems (Sensors) Test, followed by a Difficult (13) Systems Engineering (Weapons) or Shipboard Systems (Tactical) Test. If both Tests succeed, the sensor operator correctly deduces the opponent's shield frequency and the Tactical Officer successfully modulates the phasers to match. The attacking ship's beam weapons ignore any protection provided by the target's shields until the target ship alters its shields' frequency (which typically takes one round). Altering a shield's frequency is a Moderate (7) Shipboard Systems (Tactical) or Systems Engineering (Weapons) Skill Test.

Narrators should be wary about letting the Crew modulate the frequency of beam weapons this way; frequent use can



unbalance a game. Generally it should only be allowed as a desperate, last-ditch tactic.

The Narrator should also keep in mind that Starfleet shields are not proof against every single type of beam weapon. For example, the phased polaron beams used by the Jem'Hadar completely ignored Starfleet shields during the early stages of the Dominion War; for this reason the initial Federation-Jem'Hadar encounters went very badly for Starfleet. It wasn't until 2373 that Starfleet found a way to alter its shields to resist such weapons.



Ramming

In extreme circumstances, a starship can ram its opponent. A ramming attack involves piloting one starship directly into another in a forced collision. This typically results in the destruction of the ramming ship, and often the rammed ship as well. Ramming a target requires a Moderate (7) Shipboard Systems (Flight Control) Test. The Narrator may decrease this Difficulty for extremely large ships (such as Borg cubes) or increase it for small ones (such as shuttlecraft). If the target tries to dodge the ramming vessel, the Test Result of the dodge sets the Difficulty for the ramming attempt.

A successful ramming attempt causes damage equal to the number of Movement Units moved in the round when the ram is completed, times the ship's Size, times 2. Both ships suffer this amount of damage. Thus, a *Galaxy*-class ship which rams a Klingon attack cruiser at full impulse power (.92 c) causes 144 points of damage to itself and its target ((9 x 8) x 2 = 144).

Resisting Damage

Shields

A starship's primary defense against damage are its deflector shields. Deflectors work by "deflecting" or ablating the incoming energy of an attack. Every ship has two shields—a forward shield and an aft shield—rated in terms of the number of points of protection they provide. The forward and aft shields of a *Galaxy*-class starship, for instance, normally provide 60 points of protection, and 80 points of protection at their absolute maximum. (See the individual ship templates for information on a ship's shield strength.) Space stations and starbases have four shields, each covering one quarter of the facility.

When a shield is hit by an attack, it takes a number of points of damage equal to the attack. Its ability to protect is reduced by that many points. For example, if a 60-point shield is hit by a photon torpedo and takes 20 points of damage, the shield now only provides 40 points of defense.

When a shield is reduced to 0 points, it buckles and collapses. The ship is now open to attacks, having only its Resistance (the strength of its hull) to protect it from damage. Once a shield collapses, characters cannot re-establish it until they make a successful Challenging (11) Systems Engineering (Weapons) Test; this usually takes a long time (more time than the average starship combat lasts). If an engineer or other Ops officer manages to make temporary repairs during combat, the shield comes back online at 10% of its normal strength (or 20%, if the Test Result for the repair is a Dramatic Success). Depending on the situation and the extent of the damage, the Narrator may decide that such field repairs take more than one round (or are an Extended Test). Of course, if the Narrator rules that the shield generators have been completely destroyed, the shields cannot be brought online again at all (they require significant repairs; see "Repairing Damage" at the end of this chapter).

At normal strength, each shield costs Power per round equal to the number of points of protection it provides. Powering a 60-point shield costs 60 Power per round, even if the shield has been damaged so that it provides less than full protection. A 60-point shield reduced to 40 points by damage still costs 60 Power per round, for example.

If an attack damages a shield and the crew wishes to reduce that shield's strength, the reduction equals the appropriate percentage of the shield's full strength. If the ship decides to cut the power to a 60-point shield by half (so that it only costs 30 Power to maintain), then the shield loses 30 points of protection. To continue the previous example, a ship with a damaged 60-point shield producing 40 points of protection reduces the power by half; now it provides a scant 10 points of protection, at a cost of 30 Power. If the characters decide to cut power to a shield entirely, they can turn it back on in subsequent rounds, but only at the same strength and Power cost it was at when it was turned off.

If the ship wishes to strengthen a shield so that it offers the maximum protection it can (80 points on a *Galaxy*-class ship, for example), then all points of protection above the normal strength cost 3 Power per point. Thus, for a *Galaxy*-class ship to use a shield at full strength costs 120 Power (60 + 60) per round.

Resistance

In addition to deflector shields, a starship's hull provides a limited amount of resistance against attacks. Resistance is rated from 1 to 4 points in most cases. Unlike shields, attacks do not reduce hull resistance; all attacks which penetrate a ship's shields must then cut through the Resistance of the hull before affecting things inside the ship.

Ablative Armor

At least one ship—the Starfleet vessel *U.S.S. Defiant*—is also protected by special *ablative armor* on its hull. Ablative armor acts like extra Resistance, but only offers its protection until it is destroyed. Each point of damage done to ablative armor reduces its effectiveness by one point; when all of its points of protection are gone, the armor has been completely destroyed. Thereafter the ship only has its normal Resistance to protect it. Apply damage to any existing ablative armor before applying it to normal Resistance. Rebuilding or replacing ablative armor requires the facilities of a starbase, space station, or similar installation.

The Defiant *has 8 points of ablative armor. A Jem'Hadar ship attacks it when it only has 15 points' worth of shields left. The attack does 20 points of damage. The shields absorb 15 points of that damage and collapse. The remaining 5 points of damage are applied to the ablative armor. The ablative armor loses 5 points of protection, but the ship itself takes no damage. When the* Defiant *is hit again, its ablative armor will offer 3 points of protection (8 minus the 5 points of damage already done). Once those 3 points are gone, the ablative armor has been completely destroyed and can offer no more protection until rebuilt.*

Strengthening Damaged Shields

Although starships lose deflector shield integrity as the result of damage, it is possible to strengthen or "repair" a shield before it collapses.

First, if a shield operates at less than its full normal strength, characters can increase its strength by the number of protection points not being used (for the usual Power cost). This requires an action by the Tactical Officer. For example, if a ship's 60-point shields currently operate at 40 (to save on Power) and are hit by an attack reducing the shields' strength to 25, the ship can increase shield strength by 20 points (the difference between 40 and 60). This costs an additional 20 Power per round.

Second, if the ship operates its shields at normal strength, it can increase the shields' protection up to their listed maximum at the normal cost for operating a shield at maximum strength (3 Power per point of defense). For example, if a *Galaxy*-class ship's 60-point shields are reduced to 40 points, the Crew can increase their protection back to 60 by increasing the strength up to the maximum the shield can provide (an increase of 20, because 80 is 20 more than 60). However, those extra 20 points of protection cost 60 Power.

Third, with a Moderate (7) Systems Engineering (Weapons) Test, characters can transfer power from one shield to another, at the rate of 1 point of protection gained per 2 points transferred. However, no shield may be reduced below 10 points of protection this way. For example, if a *Galaxy*-class ship's forward shields are damaged down to 30 points, it could transfer 50 Power points (at most) from its rear shields, thus boosting its forward shield's strength by 25 points (to 55). Transferring points of protection this way does not cost extra Power.

Fourth, in some instances characters can modulate a shield's frequency to obtain more protection against a particular beam weapon. If the Narrator rules this is possible, it requires a Moderate (7) Shipboard Systems (Sensors) Test to determine the frequency of an attack, and a Challenging (10) Systems Engineering (Weapons) or Shipboard Systems (Tactical) Test to perform the modulation. If this procedure is successful, the shields offer +5 protection against a defined type of attack (such as phasers, disruptors, or Borg weapons). This extra protection costs no extra Power, but it leaves the ship vulnerable to other types of attacks. This benefit does not last indefinitely; the opponent will eventually catch on to the ploy and modulate the frequency of his own weapons.

Optional Rule: Automatic Defense

As an optional rule, the Narrator may decide that attacks equal to or less than a certain power level (typically 20% of a shield's normal full strength) cannot do any damage at all. Thus, attacking a *Galaxy*-class ship (60-point normal strength shields) with a Phaser IV (8 points of damage) results in no damage whatsoever to the shields, since 8 is less than or equal to 12 (20% of 60).

The Automatic Defense rule always applies to attacks by hand-held weapons against shields; personal phasers and the like can do no damage to a ship's shields at all.

SENSORS

There is more to attacking than simply making a single roll. To fight, a starship requires a complete picture of the battlefield. What is the opposing ship's current heading? Where is it targeting its weapons? Does the target have its shields up, and what is their current status? The character operating the ship's lateral sensor arrays can increase or decrease the likelihood an attack succeeds by providing this kind of information to the Tactical Officer. This may be the Flight Control Officer, a Science Officer, or some other character, depending on the situation.

During battle, the crew member manning the sensors should make a Shipboard Systems (Sensors) Skill Test each round to obtain a proper sensor lock for the weapons. The Difficulty for obtaining a good sensor lock depends on the circumstances. The standard Difficulty is Moderate (7), but this may increase due to range, interference, the opposing ship's countermeasures, and similar factors. For every 2 points by which the Test Result exceeds the Difficulty Number, the Tactical Officer gets +1 die to roll when making his Shipboard Systems (Tactical) roll against the target ship. Conversely, for every 2 points by which the character fails his Shipboard Systems (Sensors) roll, the Tactical Officer suffers a –1 die penalty.

Lieutenant Brently operates his station's sensors during a combat. He has Shipboard Systems (Sensors) 3 (4) and uses the lateral sensors (providing +2 dice for him to roll). The Narrator rules the Difficulty to obtain a sensor lock this round is Moderate (7). Brently rolls his dice; his best result is a 5. Five (his roll) + 4 (his Skill level) = 9. This is 2 above the

Difficulty Number. The Tactical Officer receives a +1 die on his rolls to hit the opposing ship this round.

Each sensor lock (or failure to obtain a lock) only modifies Shipboard Systems (Tactical) Tests made during the current round. Next round, another sensor Skill Test needs to be made. If confronted by several ships, the character operating the sensors must make a separate sensor roll to affect the Tactical Officer's Skill Tests for each ship which the Tactical Officer wishes to attack; this will incur a Multiple Action Penalty. Alternatively, several characters may use different sensor systems to establish target locks for multiple targets, or the character may switch his attention from one target to another each round.

Lieutenant Brently directs the sensors to focus on one Romulan warbird. He rolls his Shipboard Systems (Sensors) against a Moderate (7) Difficulty. His Test Result is 11, four above the Difficulty Number, providing the Tactical Officer with a +2 dice bonus to hit the warbird this round. Suddenly, a second warbird decloaks to starboard. If Brently wished to obtain sensor information about both opponents this round, he would incur a Multiple Action Penalty, increasing the Difficulty of both his Shipboard Systems (Sensors) Tests by one.

Instead, Brently waits until the next round to focus the sensors on the second warbird. Not wanting to incur a Multiple Action Penalty, he waits until the following round to attempt a second sensor lock on the first warbird.

COMMAND

During battle, commanders (either the captain or the first officer) coordinate the activities of each station and make tactical decisions. The Narrator may grant a bonus to attacks for a ship based on the skill of its commander. If appropriate, the Narrator may allow the captain (or other commander) to make a Starship Tactics Test. For every 2 points by which the Starship Tactics Test Result exceeds the Difficulty Number, the Tactical Officer receives +1 die to roll when making Shipboard Systems (Tactical) rolls against a single ship. However, for every 2 points below the Difficulty Number, the Tactical Officer suffers a –1 die penalty. As with the use of sensors, this bonus or penalty applies to all rolls made against a target ship during the current round. Commanders may attempt multiple rolls to assist attacks against several targets, but incur the Multiple Action Penalty. Unlike the use of sensors, only one character on a ship (usually the captain or other person in overall command) can make a Starship Tactics roll to assist the Tactical Officer. In some situations, Opposed Starship Tactics Tests may be appropriate (attacking commander versus target commander).

ENGINEERING

In battle, starships suffer damage. Systems short out, warp breaches occur, and sensor arrays are destroyed. It is the job of the engineers to repair this damage as quickly as possible, to prevent the ship's destruction or to keep it in the battle. During a space battle, engineer characters will make many Engineering Skill Tests.

Improved Engine Efficiency

In some situations, a good engineer can temporarily make the engines run more efficiently, providing more Power for a brief period. Whether this is possible is up to the Narrator; if allowed, it requires a Challenging (10) Systems Engineering or Propulsion Engineering Test. Success indicates that the engines produce an additional 3d6 of points of Power each round for the next 1d6 rounds. Engineers should only be allowed to do this once per combat; any more tampering is likely to damage the warp engines, with catastrophic consequences.

Repairing Damage

In the heat of battle, an engineer may have to repair a specific section, or discrete systems, of the ship. This may require either an Extended or Combined Engineering Skill Test, depending on the extent of the damage. As a good rule of thumb, consult the Ship Hit Location Table for guidelines regarding how many points of damage it takes to destroy a particular part of the ship or system. Depending upon the system and the damage, it will usually take from one hour to one day to repair every four points of damage; this often becomes an Extended Test, and the Narrator should set an approximate repair time, a Turn length, and a cumulative Test Result requirement for the repairs.

It could take a long time to repair a ship, particularly if it is badly damaged. This generally involves making Extended Tests (see page 105), with the Narrator establishing the Turn duration and cumulative Test Result. Assuming good repair facilities (such as those available at a starbase) and plenty of repair parts, repairs should take one day per 4 Structural Points lost; this time should be extended for repairs made without sufficient facilities (in deep space for example), supplies, or personnel.

Several characters can combine their efforts to make repairs to a given system, or to a ship as a whole. This is a Combined Test (see page 108); their success indicates their progress towards completing repairs. The Narrator may increase the result of the Combined Test to reflect the additional efforts of NPC crew members.

Deep Space Nine

Prylar Venn tried not to look appalled by the chattering, happy crowd below on the Promenade of Deep Space Nine. No matter how many times she reminded herself that it was now a bustling commercial and strategic outpost, controlled by her own government and administered by the Federation, she couldn't shake off the bad memories. The last time she'd been on the station, it had a different name: Terok Nor. She'd been a forced laborer in its now-defunct ore processing facility—a slave of the Cardassians. She ran her hand along the railing, metal twisted into the sharp, blade-like curves favored by Cardassian designers. A Cardassian security officer had taken her here once, to press himself upon her. When she had resisted, he'd beaten her black and blue.

Her fellow Bajorans, below her, enjoyed the luxury of forgetting the past, a luxury she could never see herself sharing. They thought of this place as the "Gateway to the Temple," the place where the Emissary had opened the Celestial Temple of the Prophets. Venn had clothed herself in pilgrim's garb. But she was no pilgrim—she had her own way of serving the Prophets. The Prophets blessed those who fought for justice, even if the times demanded that they cross a few moral boundaries. She'd learned that in the resistance, when she'd hardened her body and mind.

She headed for the lift and followed the floor plan she knew only too well. Starfleet had changed a few things here and there, but she still knew her way around the station. She made her way to the docking ring. She found the bay where the Sa-va-ro was docked. She punched the comm link and announced her presence using the pre-agreed fake name. The lock ring rolled away, allowing Venn to stride onto the Lissepian freighter with a boldness that belied her misgivings.

"A pleasure to see you again, my dear." The voice came from the shadows. Venn couldn't help but shiver. He stepped forward, light playing on the deep furrows and ridges of his Cardassian features. The former Glinn Arat. The one who'd beaten her.

"Spare me the pleasantries, Arat. Do you have the package?"

"Of course. Might I say that you look more ravishing than ever?"

This was going to be more nauseating than she'd counted on. But it was necessary. The future of Bajor depended on it.

Welcome to Deep Space Nine

Located in the Bajor-B'hava'el system about three hours' journey from the planet Bajor, space station Deep Space 9 has become a crucial focal point

in the Alpha Quadrant. Its presence next to the Bajoran wormhole makes it the first point of contact for visiting Gamma Quadrant species, and the primary port of departure for Alpha Quadrant merchants who wish to trade in the Gamma Quadrant. During the Dominion War, it was a key strategic facility which both sides fought over and at times possessed. All of the major Alpha Quadrant species have an interest in the station, and it remains to be seen what its ultimate role in quadrant politics will be.

Station History

Deep Space 9, originally christened Terok Nor, was built from 2343 to 2351 as an ore-processing station. During the Cardassian occupation of Bajor, Terok Nor became synonymous with terror. Bajorans sent there suffered horrible abuse, and thousands of them died. When the Cardassians left Bajor in 2369, the Federation took over the station at the request of the Bajoran government and renamed it.

When Commander Benjamin Sisko discovered the Bajoran wormhole in the Denorios Belt, the station was moved from orbit of Bajor to a position near the wormhole. The discovery of the wormhole gave Deep Space 9 an importance it would otherwise have lacked. As the chief point of contact between the Alpha and Gamma Quadrants, it became an important commercial, exploratory, and strategic way station. Events there soon began to occur at a rapid pace.

In early 2370, members of the Bajoran "Alliance for Global Unity" (*a.k.a.* "The Circle"), a group of Bajoran isolationist rebels, sought to overthrow the Bajoran government. As part of their plot they seized Deep Space 9. Prior to their arrival the station was evacuated, but key personnel remained behind, hidden in conduits which—thanks to their duranium composite construction—block sensor readings. The DS9 crew soon retook the station.

In 2371, following initial contact with the Dominion in the Gamma Quadrant, Commander Sisko ordered a thorough upgrade of the station's defensive capabilities. His timing proved fortuitous. Shortly thereafter the station was attacked by a major Klingon force when the Federation refused to join the Klingon invasion of Cardassia Prime. Sisko's upgrades allowed the station to withstand the Klingon onslaught.

In 2373, the Federation and the Klingon Empire signed a new treaty. In accordance with its terms, the Klingon High Command posted a detachment of Klingon warriors, commanded by General Martok, to the station to help with its defense. Klingons became a common sight on the Promenade. Later that year, following the outbreak of the Dominion War, Deep Space 9 was turned over to Dominion forces by Bajor, which had signed a non-aggression pact. Federation personnel withdrew, taking with them valuable computer equipment and data; Major Kira Nerys and Odo, among other non-Federation citizens, chose to remain behind. Starfleet managed to retake the station with the help of the Prophets, who destroyed a 2,800-ship Dominion fleet as it came through the wormhole.

During the remainder of the War, the station, a well-defended, tension-riddled outpost on the razor's edge of the war, served as a center of Federation planning and strategy. Now that the Federation has emerged victorious in the War, the station has returned to its role as a hub of commerce and exploration in the Bajor Sector and beyond.

Station Structure and Systems

Deep Space 9 consists of a central core with two rings—a small inner ring (the habitat ring) and a larger ring which defines its outer boundaries (the docking ring). Connecting the core and rings are three spokes (called "crossovers") placed equidistantly around the circumference of the structure. Where these spokes connect with the docking ring, large, inward-curving pylons (known respectively as upper and lower pylons 1, 2, and 3) have been erected. The pylons are mainly used for ship docking, but also contain Cardassian ore-processing systems which now sit unused. The inward curve of the pylons, while seemingly awkward, allows them to be kept within a smaller and stronger defensive shield. Attached to the habitat ring at equidistant points opposite the docking pylons are weapon sail towers where the station's tractor beams, torpedo launchers, and phaser arrays are located.

Deep Space 9 has a total of 36 levels in its core (Level 1 at the top, Level 36 at the very bottom). The pylons contain additional levels, most of which are filled with ore-processing equipment. The station has a total mass of 10.12 million metric ton.

Deep Space 9's environmental systems can support up to 25,000 personnel, but the usual, and much more comfortable, occupancy of the station is about 7,000 persons. The station maintains a 26-hour day. Most non-Bajoran personnel require about two weeks to adapt their circadian rhythms to this pattern.

Docking and Cargo

Deep Space 9 must accommodate a great deal of ship traffic. Its extensive docking facilities include 12 docking ports (three primary, located at the pylon junctions, and nine secondary) and the docking connections at the end of each pylon (for ships too large to fit the regular ports).

Deep Space 9 has 253 cargo bays, some of them connected directly to docking ports. The station's main consumables (breathing gases, deuterium, foodstuffs, and some liquids) are kept in special holding areas separate from other goods. Civilian crews, staffed mainly by Bajorans, handle standard commercial cargoes. Storage space, antigrav units, container frames, and security cost users 2,500 Federation credits per day. Under the terms of the revised Sector Trade Contract, all cargo stored on the station is considered available for use in the event of an emergency. However, any materials used will normally be replaced when circumstances allow.

Operations Center

The heart of Deep Space 9 is its Operations Center, or "Ops," which occupies all of Level 1. Ops consists of one

DEEP SPACE NINE

Type: Deep Space (Psi class); former Cardassian ore-processing facility
Location: Bajor Sector, near the Denorios Belt, approximately three hours from the planet Bajor
Commissioning Date: 2351 (construction begun 2343)

HULL CHARACTERISTICS

Size/Structure: 4/Hybrid planar-columnar triradial structure with 36 levels in its inner core
Resistance: 6
Structural Points: 300
Docking: Three primary ports (each able to handle vehicles up to 167 meters wide at the connection point); nine smaller ports (each able to handle vehicles up to 5.43 meters wide at the connection point); six docking pylon ports.

PERSONNEL CHARACTERISTICS

Crew/Inhabitants/Capacity: 200/7,000/25,000 [8 Power/round]
Entertainment: 5 [15 Power/round]

SYSTEMS CHARACTERISTICS

Computers: 6 [6 Power/round]
Transporters: 10 personnel, 15 cargo [12 Power/round]
Tractor Beams: 6, one at the top and bottom of each weapon sail tower; beams have a maximum strength of 8 [2 Power/rating/round]
Power: 470

SENSOR SYSTEMS

Long-range Sensors: +2/17 light-years [6 Power/round]
Lateral Sensors: +2/1 light-year [4 Power/round]
Sensors Skill: 4
Internal Security: 3

WEAPONS SYSTEMS

Type XI Phasers

Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]

Type X Phasers

Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]

Type IX Phasers

Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 18
Power: [18]

Photon and Quantum Torpedoes

Number: 5,000 (mix of photon and quantum torpedoes)
Launchers: 12 (four in each weapons sail tower)
Arc: All (720 degrees)
Range: 15/350,000/1,500,000/4,050,000
Accuracy: 4/5/7/10
Damage: 20 (photon torpedo)/30 (quantum torpedoes)
Power: [5]

Weapons Skill: 5

DEFENSIVE SYSTEMS

Starfleet Deflector Shield

Protection: 80/80/80/80 (120)
Power: [80]

Ships

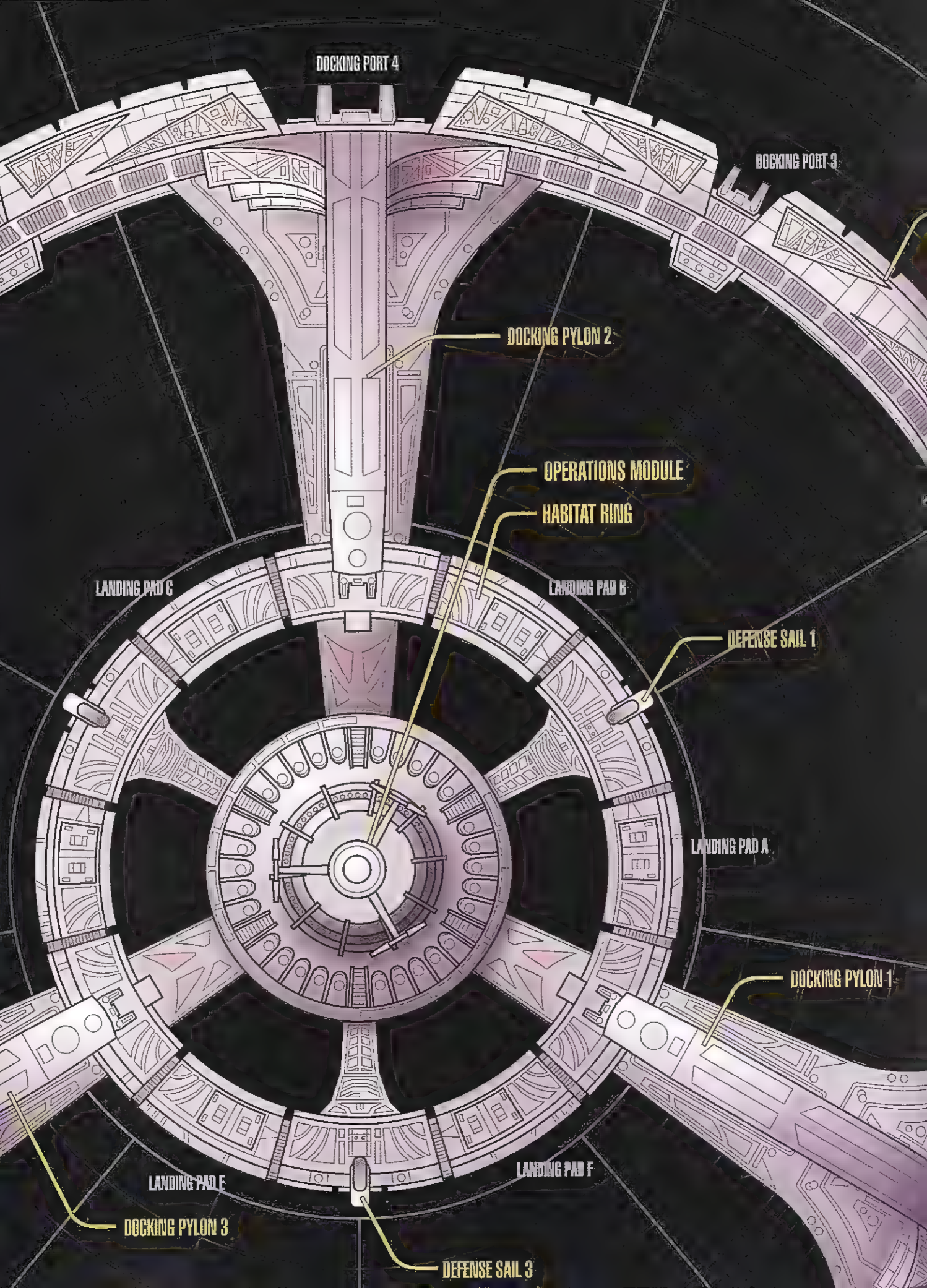
U.S.S. Defiant, NX-74205 (and successor); two to four *Danube*-class runabouts; two Type VI shuttlecraft; four work bees

DIMENSIONS

Diameter of docking ring: 1,451.82 meters
Diameter of habitat ring: 579.12 meters
Diameter of core (widest point, upper core): 285.90 meters
Diameter of ops (maximum): 59.43 meters
Height of core (ops to fusion exhaust cone): 368.80 meters
Height of individual docking pylons: 969.26 meters
Height of weapon sail towers: 192.02 meters

NOTES/DESCRIPTION

The Deep Space 9 template can also be used for the station's opposite number, the abandoned Empok Nor facility. However, Empok Nor lacks the substantial Starfleet upgrades to its systems which Deep Space 9 has; it enjoys little in the way of defenses, weapons, or state-of-the-art equipment. The Narrator should adjust the template's information to reflect this.


DOCKING PORT 4
DOCKING PORT 3
DOCKING PYLON 2
OPERATIONS MODULE
HABITAT RING
LANDING PAD C
LANDING PAD B
DEFENSE SAIL 1
LANDING PAD A
DOCKING PYLON 1
LANDING PAD F
LANDING PAD E
DOCKING PYLON 3
DEFENSE SAIL 3

DEEP SPACE NINE • 3695A.2
STATION SCHEMATIC

large room containing several tables or stations (some of which are located in alcoves), a commander's office located above this floor, and a small "pit" level below the floor. The pit is actually a sunken computer core interface section from which all basic station functions are controlled via isolinear rod programming and temporary instruction storage modules. Personnel (or intruders) can alter or disrupt any of the station's systems' functions from here. Mounted over the pit is a large gas-suspension display screen. Located in the center of the main floor in Ops is the central Ops table. The table's monitor can display local system traffic, tactical positions in the event of an attack, data about the station's current condition, and other information.

COMPUTER SYSTEM

Deep Space 9's computer network consists of the original Cardassian system with some additional Starfleet hardware. It includes three main computer cores, each located deep inside Levels 14 and 21 in the mid-core assembly; there are also several Starfleet coprocessor and peripheral groups (CPGs). Each computer core can handle all basic station tasks by itself, and any two cores can handle 85% of the station's full computational load.

Computer security restricts some terminals or access panels to authorized personnel only. The lowest level of security requires voiceprint identification; more secure systems also demand physical identification such as iris or retina scans, fingerprint or palmprint matching, or DNA matching. The security systems also employ passwords and user permission sequences. Station personnel need passcodes and special tools to gain access to and work on the computer core.

POWER SYSTEMS

A large fusion generator provides Deep Space 9's primary power. The generator occupies the lower core end of the central assembly. It features six linked fusion reaction chambers and uses deuterium fuel (stored in tanks in the lower core).

SCIENCE AND SENSOR SYSTEMS

Deep Space 9 boasts an extensive sensor network. Sensor pallets are located along the sides of all pylons and the outer edge of the docking ring. Long-range active and passive scanners are typically used in narrow-beam configurations so that the Cardassians (located only 5.25 light-years away) cannot gain signals intelligence from them. If the station's shields are up, scanning capabilities are reduced 15%. (In game terms, increase the Difficulty category by one.) In addition to sensors, Deep Space 9 comes equipped with probes (primarily Class I, IV, and V probes).

TACTICAL SYSTEMS

Like most other space stations and starbases, Deep Space 9 is well-equipped to defend itself. Most, but not all, of the station's weapons are located on the weapon sail towers attached to the habitat ring.

Phasers

Deep Space 9 uses three types of phasers. The main Type X emitters are supplemented by a few high-powered Type XI phasers (which are mounted in the habitat ring on moveable carriages which can be raised and lowered). Additionally, some Type IX phasers bristle from the rotating weapons turrets on the weapon sail towers. The phasers cover a full 720-degree arc around the station.

Torpedoes

Deep Space 9 is equipped with both standard photon torpedoes and the new quantum torpedo. Torpedo launchers stock each of the rotary turrets on the weapon sail towers, for a total of 12 launchers. When battle looms, weapons specialists lay in a supply of 5,000 torpedoes. A single launcher fires torpedoes in volleys of six.

Tractor Beams

Although normally used to guide ships and move other large masses, Deep Space 9's tractor beams serve as highly effective impromptu weapons. Tractor generators are located on the top and bottom of each weapon sail tower.

Shields

Deep Space 9 has defensive shield emitters at the ends of three horizontal booms mounted equidistantly around the core below the Ops module. Three overlapping polarized graviton emissions generate the station's shields; due to its Cardassian origin, this system differs substantially from the technology used on Federation starships.

STATION SECURITY

Closely related to the station's tactical systems and doctrines are its security measures. Diligent Chief of Security Odo

uses every means available to enforce station security. He habitually grumbles at the restrictions imposed on him by Starfleet procedures and policy. Security officers include both Bajoran and Starfleet personnel.

The Security Office is located in Arc 1 of the Promenade on Level 7. It includes records storage, a forensics laboratory, an armory (housing weapons, restraining devices, and other useful equipment), and three detention cells. Security's extensive computer facilities include some stand-alone systems where personnel keep sensitive data to minimize the risk of theft.

PERSONNEL SUPPORT SYSTEMS

The many other advanced technologies installed on the station would be of little comfort to its inhabitants without an extremely robust set of systems to keep its residents alive, in good health, and relatively comfortable. These include life support; medical facilities such as the Infirmary (in the Promenade in Arc 1 of Level 7) and various emergency treatment stations; regular and industrial replicators; 25 transporters; an extensive network of turbolifts; reasonably comfortable quarters for crew and visitors; and the shopping and entertainment facilities of the Promenade, which is the station's social center.

A Piece of the Pie

Few of the Alpha and Beta Quadrants' hundreds of space stations and starbases see the degree of traffic and intermingling of species characteristic of Deep Space 9. Although the Bajoran wormhole stimulates this activity, various powers and factions watch the station for other reasons, too.

Self-Replicating Mines

In addition to other station ordnance, Deep Space 9 is equipped with self-replicating mines. Diagnostic & Repair Technician Rom created these devices in late 2373 to seal off the wormhole and prevent the arrival of Jem'Hadar reinforcements from the Gamma Quadrant. Built from a stripped-down photon torpedo warhead, they use small thrusters to remain in place. A replication feature allows them to produce one sixty-fifth of a complete mine and to draw on other nearby mines for the rest of the mass, so that a minefield can reproduce itself if parts of it are detonated. However, the replication features can be destroyed with an antigraviton beam.

Self-replicating Mine

Radius: 50 meters

Dropoff: 5 points per 15 meters

Damage: 15 points of starship damage; will kill any unprotected humanoid caught within its area of effect.

STARFLEET

Starfleet, the exploratory, scientific, and defensive arm of the United Federation of Planets, currently occupies Deep Space 9, as it has done for the past six years (except for a brief takeover of the station by Dominion forces in 2373). When the Cardassians unilaterally withdrew from Bajor in 2369, the Bajoran Provisional Government realized Bajor remained extremely vulnerable to attack. Accordingly, it sought allies who could protect Bajor until the Bajorans re-established their sovereign power under a Third Bajoran Republic.

They found that ally in the Federation, whose spinward frontier was located close to the Bajor-B'hava'el system. Because the Federation had a proven track record of adhering to its high-minded principles of non-interference in native cultures and using force only when absolutely necessary, the Bajorans considered it an ideal ally. The Provisional Government quickly opened up talks with Federation diplomats.

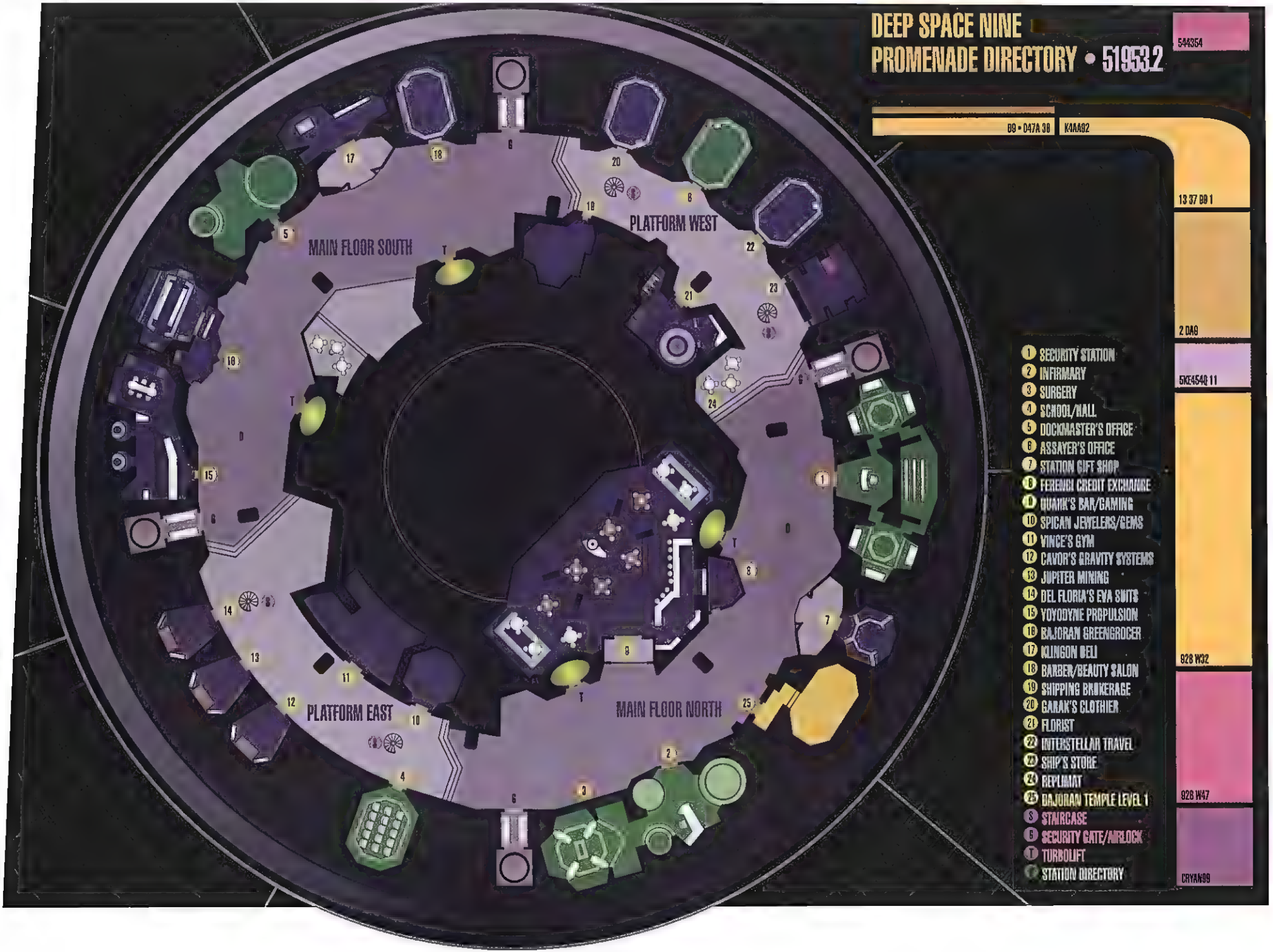
For its part, the Federation enthusiastically embraced alliance with Bajor. Long aware of the Bajorans and their culture (some Bajorans had even served in Starfleet), Federation leaders had agonized over their treatment at the hands of the Cardassians. They saw in Bajor not only a staunch ally, but the chance to extend Federation borders by bringing Bajor into the fold. They also welcomed the chance to get close enough to the Cardassian Union to monitor its activities.

The Bajor-Federation Treaty

In 2369, the two parties signed the Bajor-Federation Treaty, forging a formal alliance between them. Under the terms of the Treaty, the Federation agreed to use Starfleet to assist the Bajoran Militia to keep the planet safe and to provide economic, technical, and social assistance. In return, the Federation secured the right to occupy the space station Terok Nor, which it would control in conjunction with the Bajoran Provisional Government.

Pursuant to Article 16 of the Treaty, the Federation must submit any major strategic decisions regarding the station for the approval of the Bajoran Provisional Government. Bajoran ministers must approve them before the Federation implements them (if the Provisional Government fails to act on the proposal within 30 days, it is deemed approved). Starfleet and the Federation make all day-to-day decisions regarding station operations and its tactical uses in time of war, although the treaty obligates them to inform the Provisional Government of actions before or during implementation. In the event of a serious dispute regarding the uses or disposition of the station, Bajor and the Federation agree to mediation by a panel to be selected by both parties. In any event, the station remains under the jurisdiction of Bajoran law; crimes which occur there are defined by, and punished according to, the laws of Bajor.

Under the terms of Article 16(a) of the treaty, the Federation takes responsibility for station maintenance. Since 2369, Starfleet Material Supply Command has labored mightily to help rebuild, upgrade, and maintain Deep Space 9. Nine


DEEP SPACE NINE
PROMENADE DIRECTORY • 519532
544354
B9 • 047A 38
K4AA92
13 37 B9 1
2 DA9
5KE454Q 11
928 W32
928 W47
CRYAA99
MAIN FLOOR SOUTH
PLATFORM WEST
PLATFORM EAST
MAIN FLOOR NORTH
1 SECURITY STATION
2 INFIRMARY
3 SURGERY
4 SCHOOL/HALL
5 DOCKMASTER'S OFFICE
6 ASSAYER'S OFFICE
7 STATION GIFT SHOP
8 FERENGI CREDIT EXCHANGE
9 QUARK'S BAR/GAMING
10 SPICAN JEWELERS/GEMS
11 VINCE'S GYM
12 CAVOR'S GRAVITY SYSTEMS
13 JUPITER MINING
14 DEL FLORIA'S EVA SUITS
15 YOYODYNE PROPULSION
16 BAJORAN GREENGROCER
17 KLINGON DELI
18 BARBER/BEAUTY SALON
19 SHIPPING BROKERAGE
20 GARAK'S CLOTHIER
21 FLORIST
22 INTERSTELLAR TRAVEL
23 SHIP'S STORE
24 REPLIMAT
25 BAJORAN TEMPLE LEVEL 1
S STAIRCASE
S SECURITY GATE/AIRLOCK
T TURBOLIFT
STATION DIRECTORY

ships (the *U.S.S. Defiant*, two runabouts, two Type 6 shuttlecraft, and four work bees) are permanently assigned to the station. Starbases 375, 257, and 211 supply other ship support as needed.

In practice, no major difficulties have arisen between Bajor and the Federation regarding the operation of the station (except, perhaps, for the temporary takeover of the station by the Alliance for Global Unity). Relations between the two powers have gone smoothly and been advantageous for both of them. Far from disrupting relations, the discovery of the Bajoran wormhole strengthened them. It underscored for the Bajorans the importance of having the Federation assist them with defense and rebuilding efforts, while it gave the Federation effective control over a major quadrant asset.

Federation Membership

Article 35, the final section of the Treaty, encompasses Bajor's application for membership in the UFP. The Federation bureaucracy ramped into immediate PADD-pushing action on this application, dispatching Federation observation teams to evaluate the state of Bajoran civilization and its worthiness to join the UFP. In 2373, following a favorable report from the observation teams, the Federation Council voted to admit Bajor. However, at the last moment, before the Articles were signed, Captain Benjamin Sisko intervened. Based on visions he had recently experienced, he recommended that Bajor defer admission to the Federation at that time despite the fact that he had been one of the principle architects of Bajoran admission. Since Sisko is the Emissary of the Prophets, the Bajoran representatives took him seriously and did, in fact, defer admission at that time. This proved advantageous later that year, since it allowed Bajor to sign a non-aggression pact with the Dominion to spare itself occupation by Dominion-Cardassian alliance forces. The Federation's offer of admission remains open, and both parties contemplate that Bajor will, at some future point, become a UFP member—but only when the Prophets will it.

Effects of the Dominion War

Like the discovery of the wormhole, the Dominion War strengthened Bajoran-Federation relations. The Bajorans recognized that, acting alone, they could not have held out against the Dominion for even a few days. Their non-aggression pact with the Dominion, which Sisko as Emissary insisted they sign, allowed life on the planet to continue while suffering relatively little impact from the War (though many Bajorans consulted with and assisted the Federation covertly). The Federation, well aware of the Bajorans' stake in the war, consulted with them on major tactical and strategic decisions even though not strictly required to do so under the terms of the Treaty.

Bajor

The Bajoran people and their government feel a concern for Deep Space 9 and its fate at least as profound as that of the Federation. Ultimately, the station belongs to them, and they intend to reclaim it eventually. Although they've been working toward that day as quickly as they can in the face of war and its attendant difficulties, they realize that the reclamation date still lies at least several years in the future.

The Bajorans need a strong, stable economy to complete their reconstruction effort. Despite their progress over the last seven years, Bajor still faces acute growing pains. Entrenched factions embracing wildly different ideologies still plague the government with their infighting, for example. The station represents an important vehicle for improvement. The proximity of the wormhole to Deep Space 9 has made Bajor the gateway to the Gamma Quadrant. Every civilization in the Alpha Quadrant wants to take advantage of the opportunities presented by the Gamma Quadrant. The station acts as a funnel directing an enormous influx of capital, goods, and supplies to Bajor. Experts anticipate an explosion of economic activity on Bajor over the next five years.

The Bajorans' religious beliefs complicate Bajor's attitude toward the station. To the Bajorans, the wormhole is no mere passage to the Gamma Quadrant: It's the Celestial Temple where their gods, the Prophets, reside. They consider Captain Sisko's role as a Starfleet officer secondary to his legendary status as the long-prophesied Emissary. Sisko's importance to Bajoran prophecy repeatedly embroils him, and the station he commands, in the secular and religious politics of the planet Bajor. When the Emissary speaks—as he did when he told the Bajorans to sign a non-aggression pact with the Dominion—the Bajorans listen.

The Cardassian Union and the Dominion

The Cardassians, a proud people intolerant of humiliation, feel a vivid combination of anger, frustration, and embarrassment when they recall the manifestation of the Bajoran wormhole. The wormhole showed up mere days after their withdrawal from the Bajoran sector. It could have revitalized their civilization, and perhaps even made them masters of the quadrant—and they had just walked away from it.

The Cardassian Central Command, aided by its ally the Dominion, attempted to take DS9 by force, briefly driving the Federation away from the station in 2373–74. However, Captain Sisko and Starfleet soon regained control of the station, and held it through the end of the War. Even today, with everything that has happened to the Cardassian people, there are factions within Cardassian society who want to seize Terok Nor again.

Other Species

The Klingon Empire

Even though they attacked the station a few years back, the Klingons came to regard it as a major strategic asset in their, and their allies', fight against the Dominion. A contingent of Klingon warriors, led by General Martok, lived, drank, and swaggered their way through the station corridors. Now

that victory has been achieved, the number of Klingons on the station has diminished considerably, but by no means have they vanished entirely.

Although contact with the station and its commerce will no doubt benefit the Klingons politically and economically in years to come, few Klingons waste time thinking about macroeconomics. What really matters to most of them is that the station provides the ideal jumping-off point for any number of glorious, blood-stirring exploits.

The Romulan Star Empire

As part of their anti-Dominion alliance with the Federation and the Klingons, the Romulans posted a group of about a dozen Romulans on Deep Space 9 in 2375. To the Romulans, this unprecedented level of cooperation presented multiple opportunities. Although their presence in the Bajor Sector arose entirely from their fierce opposition to the Dominion, the chance to learn as much as possible about both the Federation and the Klingons proved an attractive side benefit. *Tal Shiar* agents took their place among the Romulans posted to the station and other Federation-liaison assigned territory, gathering as much intelligence as they could. The Romulans even established a temporary medical base on Bajor's fourth moon, Derna. Colonel Kira Nerys foiled their attempt to place weapons there; the base was soon removed at the insistence of the Bajoran Provisional Government. The Romulans vacated DS9 following the successful conclusion of the War, but, their attention having been attracted to it, they may soon return in one capacity or another now that their relations with the Federation seem to have improved.

For more information about the Romulan Star Empire, please refer to *The Way of D'era* from Last Unicorn Games.

The Ferengi Alliance

To the Ferengi, Deep Space 9 shines like a lovely bar of gold-pressed latinum. Neither side in the Dominion War treated Ferenginar as a military target. The Grand Nagus gave tacit support to the Federation, figuring its trade policies would be less restrictive than those administered by a Vorta bureaucracy. The Ferengi read the Federation's victory as an opportunity for profit. The rebuilding which must now take place gives them the chance to make a lot of money, if they handle it correctly. With the birth of the new, democratic Ferengi Alliance, ties with the station and the Federation are likely to increase.

The Maquis

The Dominion-Cardassian alliance rang a death knell for the Maquis. Jem'Hadar warriors efficiently slaughtered them, leaving only a few rag-tag survivors behind to mourn the slain. Those survivors may be able to establish some sort of permanent home for themselves now that the Cardassian Union itself has been shattered, but only time will tell.

Station Personnel

Without its personnel and inhabitants, none of the station's advanced technology would be worthy of mention. Deep Space 9 provides a home to an array of extremely skilled, dedicated, and intriguing people.

Captain Benjamin Sisko

Born in the city of New Orleans on Earth in 2332, Benjamin Sisko graduated from Starfleet Academy in 2354. After a posting on the *U.S.S. Livingston*, where he served with his mentor, Curzon Dax, he served as a Lieutenant Commander aboard the *U.S.S. Okinawa* and fought in the Federation-Tzenkethi War. Following that conflict, he was posted to the *U.S.S. Saratoga* as executive officer. In 2367, when that ship was destroyed by the Borg at Wolf 359, his wife Jennifer was killed.

After Wolf 359, Sisko spent three years at Utopia Planitia helping to design the experimental *U.S.S. Defiant* and to construct orbital habitats around Earth. In 2369 he was promoted to Commander and given the command of space station Deep Space 9. Shortly after taking command of the station, he discovered the Bajoran wormhole and his role as the Emissary of the Prophets, the Bajoran gods.

Sisko served as commander of Deep Space 9 from 2369 until 2375, and was promoted to Captain during his tenure there. As station commander, he spearheaded the exploration of the Gamma Quadrant and was the first Starfleet officer to make contact with the Dominion (in fact, in 2372 he was temporarily appointed head of Starfleet security due to fears of infiltration of the Federation by the Dominion, and prevented a coup by one of his former commanders, Admiral Leyton). He saw the station through the Klingon attack in 2371 and the 2373–75 Dominion War. During the latter conflict he planned and successfully carried out Operation Return (the 2374 recovery of the station from Dominion-Cardassian forces) and the 2375 invasion of Cardassia Prime.

After helping to win the War, Sisko returned to Deep Space 9 in triumph, only to face his greatest challenge ever—the Pah-wraiths. Drawn to the Fire Caves on Bajor, he confronted a resurrected Gul Dukat, the Emissary of the Pah-wraiths. After weathering the effects of Dukat's Pah-wraith-spawned powers, Sisko grabbed Dukat and threw both of them into a bottomless pit of flame, thus sealing those evil beings away once and forever and destroying the

evil book *Kosst Amojan*. Although everyone believes that he is dead, he revealed to his wife in a vision that he would return at some point.

Captain Sisko was regarded as an often stern, highly disciplined man who knew what he wanted and went after it with the tenacity of a bulldog. Although loving and kind toward family and friends, and sympathetic to those deserving sympathy, he was a shrewd and canny opponent whom it was difficult to face on any battlefield. He was considered a tactical and strategic genius as well as an extremely skilled commander.

Sisko's interests included his son, Jake; his girlfriend (and later wife), Kasidy Yates; baseball; Earth history; collecting African art and artifacts; and archaeology (especially Bajoran archaeology).

Attributes

Fitness 4
  Vitality +1
Coordination 4
  Dexterity +1
  Reaction +1
Intellect 5
  Perception +1
Presence 5
  Willpower +1
Psi 0

Skills

Administration (Starbase Administration) 4 (5)
  Starship Administration (5)
Artistic Expression (Cooking) 2 (3)
  Piano (3)
Athletics (Baseball) 2 (3)
  Running (3)
  Wrestling (3)
Command (Starbase Command) 4 (5)
  Starship Command (5)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
  Bajoran (3)
Diplomacy (Intergalactic Affairs) 2 (3)
Dodge 4
Energy Weapon (Phaser) 3 (4)
Espionage (Intelligence Techniques) 1 (2)
First Aid (Wound/Combat Trauma) 1 (2)
History (Federation) 2 (3)
  Human (4)
  Bajoran (3)
Intimidation (Bluster) 2 (3)
Language
  Federation Standard 3
  Bajoran 2
  Klingon 1
Law (Starfleet Regulations) 4 (5)
  Bajoran (5)
Material Engineering (Starship Design) 2 (3)
  Orbital Habitat Design (3)
Personal Equipment (Communicator) 1 (2)
Persuasion (Debate) 2 (3)
Planetside Survival (Forest) 1 (2)
Primitive Weaponry (*Bat'leth*) 2 (3)
Propulsion Engineering (Warp Drive) 2 (3)
Search 3
Social Sciences (Archaeology) 1 (2)
Space Sciences (Astrophysics) 1 (2)
  Astrogation (2)
Shipboard Systems (Command) 3 (4)
  Flight Control (4)
  Sensors (4)
  Tactical (5)
Starship Tactics (Cardassian) 3 (4)
  Dominion (4)
  Romulan (4)
  Tzenkethi (4)
Stealth (Stealthy Movement) 2 (3)
Strategic Operations (Frontier Strategies) 2 (3)
Systems Engineering (Weapons Systems) 2 (3)
Theology (Bajoran) 1 (2)
Unarmed Combat
  (Starfleet Martial Arts) 3 (4)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 2 (3)
  Bajor (3)

Advantages/Disadvantages

Bold +1
Commendation (Christopher Pike Medal of Honor) +3
Contact (high-ranking members of Bajoran Provisional Government) +4
Famous Incident (discovery of wormhole) +2
Famous Incident (leader of Operation Return) +2
Promotion (Captain) +5
Religious Rank (Emissary of the Prophets) +5
Resolute +3
Shrewd +1
Tactical Genius +3
Code of Honor (Starfleet Code) –4
Rival (Capt. Solok, a Vulcan in Starfleet with whom he's competed for years) –2
Romantic Attachment (Kasidy Yates) –3
Vengeful –1

Courage: 8

Renown: 65

Aggression: 14 Discipline: 12 Initiative: 14
Openness: 10 Skill: 15

Wound Levels: 5/5/5/5/5/5/0

COLONEL KIRA NERYS

Kira Nerys, a native of Bajor, was born in 2343 in Dahkur Province and grew up in the Singha refugee camp after her mother was taken to be a "comfort woman" for the Cardassian commanders on Terok Nor. When she was 12, the stubborn, angry Kira joined the Bajoran resistance, and fought in it for the next 14 years until the Cardassians left the planet.

Following the withdrawal of the Cardassians in 2369, Kira, then a Major in the Bajoran Militia, was appointed the Bajoran liaison to the Starfleet forces administering Deep Space 9. Initially opposed to the government's decision to request assistance from the Federation, Kira later came to understand the wisdom of that choice. During her time as Benjamin Sisko's first officer, she was responsible not only for acting as his point of contact with the Bajoran government,

but for the rescue of famed resistance leader Li Nalas from a Cardassian labor camp in 2371, saving Legate Tekeny Ghemor (a Cardassian underground movement sympathizer) from the Obsidian Order, teaching Legate Damar and his followers guerrilla tactics so that they could oppose the Dominion, and many other important acts. In 2375 she was promoted to Colonel.

Kira, a passionate woman and faithful follower of the Prophets, fights for what she believes in, regardless of the consequences to herself. She also goes to great lengths to help her friends, including Odo, with whom she was involved in a romantic relationship from late 2374 until he left to rejoin his people after the War. Following the end of the War, Kira remained on Deep Space 9.

Attributes

Fitness 3
  Vitality +1
Coordination 3
  Reaction +1
Intellect 4
  Perception +1
Presence 4
  Willpower +1
Psi 0

Skills

Administration (Starbase Administration) 3 (4)
  Bajoran Provisional Government (4)
Artistic Expression (Icon Painting) 1 (2)
Athletics (Running) 2 (3)
  Springball (3)
Command (Starbase Command) 3 (4)
  Resistance Units (4)
Computer (Research) 2 (3)
Culture (Bajoran) 3 (4)
Demolitions (Booby Traps) 2 (3)
Dodge 3
Energy Weapon (Phaser) 3 (4)
Espionage (Intelligence Techniques) 2 (3)
First Aid (Wound/Combat Trauma) 1 (2)
  Bajoran (2)
History (Bajoran) 1 (2)
  Federation (2)
Language
  Bajoran 2
  Federation Standard 2
Law (Bajoran) 2 (3)
  Starfleet Regulations (3)
Personal Equipment (Tricorder) 1 (2)
Persuasion (Debate) 2 (3)
Planetary Tactics (Guerrilla Warfare) 3 (4)
Planetside Survival (Bajor) 2 (3)
Primitive Weaponry (Knife) 1 (2)
Search 3
Security (Security Systems) 3 (4)
  Law Enforcement (4)
Shipboard Systems (Tactical) 3 (4)
  Flight Control (4)
Space Sciences (Astrogation) 2 (3)
Starship Tactics (Bajoran) 3 (4)
  Cardassian (4)
Stealth (Stealthy Movement) 2 (3)
Theology (Bajoran) 1 (2)
Unarmed Combat (Brawling) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Bajor) 3 (4)

Advantages/Disadvantages

Contact (former resistance members) +2
Contact (First Minister Shakaar) +3
Famous Incident (liberation of Gallitep) +1
Famous Incident (rescue of Li Nalas) +1
Promotion (Colonel in Bajoran Militia) +5
Argumentative –1
Romantic Attachment (Odo) –2
Shady Background (did some things in the resistance she's not proud of and which could affect her career) –3
Species Enemy (Cardassians) –4
Vengeful –1

Courage: 6

Renown: 48

Aggression: 14 Discipline: 5 Initiative: 11
Openness: 5 Skill: 13

Wound Levels: 4/4/4/4/4/4/0

CHIEF MEDICAL OFFICER DOCTOR JULIAN BASHIR

Born on Earth in 2341, Julian Subatoi Bashir initially suffered from learning disabilities. In 2347 he underwent genetic resequencing on Adigeon Prime, which increased his mental and physical capabilities far beyond those of other Humans—a fact he had to hide most of his life due to legal restrictions on the genetically altered. (His alteration was publicly revealed in 2373.)

Bashir graduated second in his class from Starfleet Medical Academy and was, at his request, assigned to Deep Space 9 as its Chief Medical Officer. During his time on the station, he distinguished himself with his bravery and medical acumen time and time again. His accomplishments

include attempting to cure the Jem'Hadar of their ketracel-white addiction (2371); developing a vaccine for the feared Teplan blight (2371); being the youngest person ever nominated for the Federation Medical Council's prestigious Carrington Award (2371); escaping (along with several friends) from a Dominion prison camp (2373); curing the disease that threatened to wipe out the Founders (2375); and winning the heart of the beautiful Ezri Dax (2375).

Although initially somewhat naïve and impressionable, Bashir quickly became a seasoned and valuable member of the DS9 crew. Outside of his work, his interests include women, literature, Earth history (especially of the "Cold War" period of the mid to late 20th century), and holographic re-enactments of famous Earth battles.

Attributes

Fitness 4
  Vitality +1
Coordination 5
  Dexterity +2
  Reaction +2
Intellect 5
  Perception +1
Presence 3
  Empathy +1
Psi 0

Skills

Administration (Logistics) 1 (2)
Athletics (Racquetball) 2 (3)
  Tennis (3)
  Running (3)
Computer (Research) 2 (3)
Culture (Human) 2 (3)
Dodge 3
Energy Weapon (Phaser) 2 (3)
First Aid (Wound/Combat Trauma) 2 (3)
  Trill (3)
History (Human) 1 (2)
  Federation (2)
  Earth's Cold War (2)
Language
  Federation Standard 3
Law (Starfleet Regulations) 2 (3)
Life Sciences (Biology) 4 (5)
  Biotechnology (5)
  Microbiology (5)
Medical Sciences (Human) 4 (5)
  Trill (5)
  Klingon (5)
  Ferengi (5)
  General Medicine (5)
Personal Equipment (Medical Tricorder) 2 (3)
Physical Sciences (Chemistry) 2 (3)
Planetside Survival (Forest) 1 (2)
Search 2
Shipboard Systems (Medical Systems) 2 (3)
  Flight Control (3)
Systems Engineering (Environmental Systems) 1 (2)
Vehicle Operations (Shuttlecraft) 2 (2)
World Knowledge (Earth) 1 (2)

Advantages/Disadvantages

Athletic Ability +2
Department Head (Chief Medical Officer, DS9) +4

Genetic Resequencing

Julian Bashir wasn't the only child to experience genetic resequencing. Many other parents misguidedly put their children through the process. But genetic resequencing was outlawed for a reason—it leaves most who undergo it deeply mentally and physically disturbed, and unable to ever contribute to society in any meaningful way. Although some progress has been made in treating some victims of the process, foremost among them a revolutionary new treatment developed by Dr. Bashir himself in 2375, most of them will remain institutionalized for life.

However, your character may be an exception—one of the lucky few who, like Bashir, actually gained from the process without suffering any problems. There are no hard and fast rules for creating a character like this—no Advantage or other game mechanic which signifies that someone is genetically enhanced. Instead, a character's attributes and advantages indicate his boosted capabilities. His attributes, particularly Fitness, Coordination, and Intellect, should start the game at high levels—3, at the very least, and 4 is even better. Appropriate edges should also be purchased. The character's other mental and physical enhancements can be simulated with advantages like one of the Abilities (Athletic, Linguistic, Mathematical, and so forth), Enhanced Vision, or the like.

Genetic resequencing is illegal in the Federation; a resequenced person cannot belong to Starfleet or practice medicine. The character's background may reflect this; for example, he may have had a Criminal Upbringing, since his parents were wanted fugitives after making him undergo the process.

Famous Incident (youngest person ever nominated for Carrington Award) +1
Mathematical Ability +3
Promotion (Lieutenant) +2
Code of Honor (Starfleet Code) –4
Code of Honor (Hippocratic Oath) –2
Fanatic (about saving and preserving sentient life) –3
Romantic Attachment (Ezri Dax) –2

Courage: 5

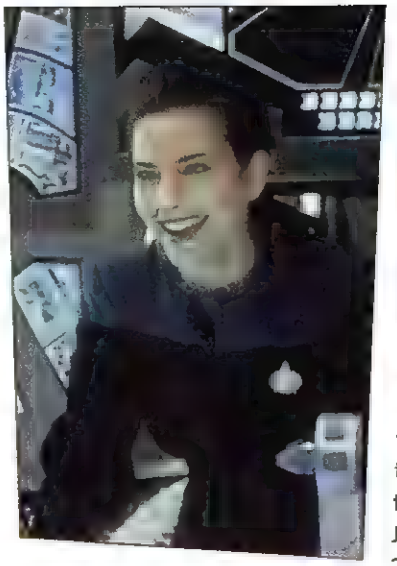
Renown: 55

Aggression: 4 Discipline: 10 Initiative: 14
Openness: 11 Skill: 16

Wound Levels: 5/5/5/5/5/5/0

DAX

The Dax symbiont has been joined to a total of nine Trill hosts. The eighth, Jadzia Dax, was posted to Deep Space 9 as Chief Science Officer in 2369. She helped her "old friend" Benjamin Sisko discover the Bajoran wormhole that same year, and also renewed her friendships with Klingon



warriors Kor, Kang, and Koloth.

In 2371 Jadzia experienced a medical emergency when the memory blocks relating to the improper joining of Joran Dax, the sixth Dax host, began to break down. With the help of the Trill Symbiosis Commission, the problem was resolved; as mentioned earlier, she agreed to preserve the secret of Joran's joining. Later in 2371 she underwent the *zhian'tara*, or rite of closure, in which she met her former hosts via telepathic projection.

Jadzia's beauty and intelligence made her the object of much male attention from the likes of Julian Bashir, but she did not return any of this romantic affection until meeting Worf, whom she married in 2374. Unfortunately, Worf and Jadzia were fated to know less than a year of married bliss. In late 2374, while most of the rest of the station's officers were involved in the Federation-Klingon-Romulan alliance's assault on the Chin'toka system, Jadzia was murdered by a Pah-wraith-possessed Gul Dukat.

Jadzia Dax possessed a Level Three pilot's certificate. Her interests included tongo, Galeo-Manada style wrestling, Klingon martial arts and culture, chess, collecting the music of lost composers, and playing practical jokes on her friends.

Ezri Dax

Following Jadzia's death, the Dax symbiont was removed from her body and sent to Trill on the *U.S.S. Destiny*. Unfortunately, it took a turn for the worse en route. To save its life, the ship's surgeon joined it to the only Trill on the *Destiny*, Starfleet Ensign Ezri Tigan, an assistant ship's counselor. Ezri, who had never planned to be joined and had not formally trained for it, soon found herself as Ezri Dax, with a host of confusing memories and half-abilities.

Ezri returned to Deep Space 9 to resume old friendships and figure out what to do with her new life. After some consideration, she accepted an offer from Captain Benjamin Sisko to become the station's counselor, which entailed a promotion to Lieutenant. She helped the station's crew deal with many problems and difficulties, for example, helping Garak to identify the guilt complex underlying his claustrophobia.

When Worf was apparently lost near the Badlands following a Dominion attack on his ship, Ezri refused to abandon the search and eventually succeeded in finding him. Their runabout was forced to land on Goralis III, and they were for several days taken prisoner by the Breen and the Dominion. During this time the two of them started to work through what had been an awkward friendship. Ezri soon realized that she was in love with Julian, and the two of them began a relationship.

Jadzia Dax

Skills marked with * have been learned from or affected by the symbiont skills.

Attributes

Fitness 3
  Vitality +1
Coordination 3
  Reaction +1
Intellect 3
  Perception +1
Presence 3
  Empathy +1
Psi 0

Skills

Administration (Logistics) 2 (3)*
Athletics (Running) 3 (4)*
  Jumping (4)
  Galeo-Manada Style Wrestling (4)
Command (Starbase Command) 2 (3)*
Computer (Programming) 2 (3)
Culture (Trill) 2 (3)
  Klingon (3)
Dodge 3
Energy Weapon (Phaser) 3 (4)*
Gaming (Tongo) 3 (4)*
History (Federation) 1 (2)
  Trill (2)
Language
  Trill 2
  Federation Standard 2
  Klingon 1*
Law (Starfleet Regulations) 2 (3)*
Life Sciences (Biology) 1 (2)
Personal Equipment (Tricorder) 2 (3)
Physical Sciences (Physics) 3 (4)*
  Chemistry (4)
Planetside Survival (Forest) 1 (2)
Primitive Weaponry (*Bat'leth*) 3 (4)*
Search 3
Shipboard Systems (Sensors) 4 (5)*
  Flight Control (5)
Space Sciences (Astrophysics) 2 (3)
  Astrogation (3)
Stealth (Stealthy Movement) 2 (3)*
Systems Engineering (Computer Systems) 2 (3)*
  Environmental Systems (3)

Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Shuttlecraft) 3 (4)*
  Work Bee (4)
World Knowledge (Trill) 1 (2)

Advantages/Disadvantages

Curious +1
Department Head (Chief Science Officer, DS9) +4
Famous Incident (various events she and prior hosts participated in, including Curzon's work in establishing the Khitomer Accords) +3
Promotion (Lieutenant Commander) +3
Sexy +2
Arrogant –1

Courage: 5

Renown: 50

Aggression: 9 Discipline: 10 Initiative: 10
Openness: 10 Skill: 11

Wound Levels: 4/4/4/4/4/4/0

Symbiont Skills

Lela: Administration, Charm, Law
Tobin: Physical Sciences, Planetary Sciences, Social Sciences
Emony: Acrobatics, Athletics, Stealth
Audrid: Artistic Expression, Command, Persuasion
Torias: Shipboard Systems, Systems Engineering, Vehicle Operations
Joran: Fast Talk, Primitive Weaponry, Streetwise
Curzon: Diplomacy, Gaming, Language: Klingon

Ezri Dax

Skills marked with * have been learned from or affected by the symbiont skills.

Attributes

Fitness 3
Coordination 3
  Dexterity +1
Intellect 3
  Perception +1
Presence 2
  Empathy +1
Psi 0

Skills

Administration (Starship Personnel) 3 (4)*
Athletics (Running) 3 (4)*
  Jumping (4)
  Climbing (4)
Computer (Research) 1 (2)
Culture (Trill) 2 (3)
Dodge 2
Energy Weapon (Phaser) 2 (3)*
First Aid (Trill) 1 (2)
  Human (2)
History (Federation) 1 (2)
  Trill (2)
Language
  Trill 2
  Federation Standard 2
Law (Starfleet Regulations) 2 (3)*
Life Sciences (Biology) 2 (3)*
  Exobiology (3)
Medical Sciences (Psychology) 2 (3)
Personal Equipment (Medical Tricorder) 1 (2)
Persuasion (Counseling) 3 (4)*
Planetside Survival (Mountains) 1 (2)
Search 1
Shipboard Systems (Medical) 2 (3)*
Social Sciences (Sociology) 2 (3)*
Vehicle Operations (Shuttlecraft) 2 (3)*
World Knowledge (Trill) 1 (2)

Advantages/Disadvantages

Alertness +2
Famous Incident (various events prior hosts participated in, including Curzon's work in establishing the Khitomer Accords) +3
Promotion (Lieutenant) +2
Sexy +2
Medical Problem (space sickness/motion sickness) –1
Romantic Attachment (Julian Bashir) –2

Courage: 4

Renown: 4

Aggression: 0 Discipline: 0 Initiative: 1
Openness: 2 Skill: 1

Wound Levels: 3/3/3/3/3/3/0

Symbiont Skills

Lela: Administration, Charm, Law
Tobin: Physical Sciences, Planetary Sciences, Social Sciences
Emony: Acrobatics, Athletics, Stealth
Audrid: Artistic Expression, Command, Persuasion
Torias: Shipboard Systems, Systems Engineering, Vehicle Operations
Joran: Fast Talk, Primitive Weaponry, Streetwise
Curzon: Diplomacy, Gaming, Language: Klingon
Jadzia: Energy Weapon, Life Sciences, Space Science

Chief of Operations Miles O'Brien

Following his career on the *U.S.S. Enterprise-D* (see *The Price of Freedom: The United Federation of Planets Sourcebook*, page 153), Miles O'Brien was posted to Deep Space 9 as its Chief of Operations in 2369. He quickly made himself invaluable as he found innovative ways to make Cardassian and Federation systems work together and kept the station in repair. Without his sterling efforts, the station would probably have fallen to pieces long

ago. In 2373 his son, Kirayoshi, was born on the station.

During the Dominion War, O'Brien also served as Chief Engineer of the *U.S.S. Defiant*. He kept systems working despite extreme damage, adverse conditions, and difficulties obtaining the right tools and supplies. Including commendations received during his career before the War, he has been decorated by Starfleet over 15 times. Following the conclusion of the War, Chief O'Brien and his family returned to Earth, where he accepted a position as Professor of Engineering at Starfleet Academy.

Attributes

Fitness 3
Coordination 3
  Reaction +1
Intellect 4
Presence 2
  Willpower +1
Psi 0

Skills

Administration (Logistics) 2 [3]
Artistic Expression (Cello) 1 [3]
Athletics (Kayaking) 2 [4]
  Racquetball [3]
Computer (Research) 3 [4]
Culture (Human) 2 [3]
Dodge 3
Energy Weapon (Phaser) 2 [4]
History (Human) 1 [3]
  Federation [3]
Language
  Federation Standard 3
Law (Starfleet Regulations) 1 [2]
Material Engineering (Mechanics) 3 [4]
Personal Equipment (Communicator) 3 [5]
Physical Sciences (Mathematics) 1 [3]
  Computer Science [3]
Planetside Survival (Forest) 1 [4]
Search 2
Shipboard Systems (Operations Management) 3 [4]
  Tactical [3]
  Transporter [5]
Space Sciences (Astronomy) 1 [3]
Systems Engineering (Diagnostics) 4 [5]
  Transporter/Replication Systems [5]
Theoretical Engineering (Transporter Theory) 1 [4]
Unarmed Combat (Boxing) 2 [3]
Vehicle Operations (Shuttlecraft) 3 [4]
World Knowledge (Earth) 1 [3]
  Bajor [2]

Advantages/Disadvantages

Commendation (decorated 15 times by Starfleet) +6
Department Head (Chief of Operations, DS9) +4
Innovative +1
Promotion (Chief Of Operations) +1
Dependents (children Molly and Kirayoshi) –2
Intolerant (Cardassians) –1
Phobia (Spiders) –2
Romantic Attachment (wife Keiko) –3

Courage: 5

Renown: 14

Aggression: 3 Discipline: 2 Initiative: 2
Openness: 2 Skill: 5

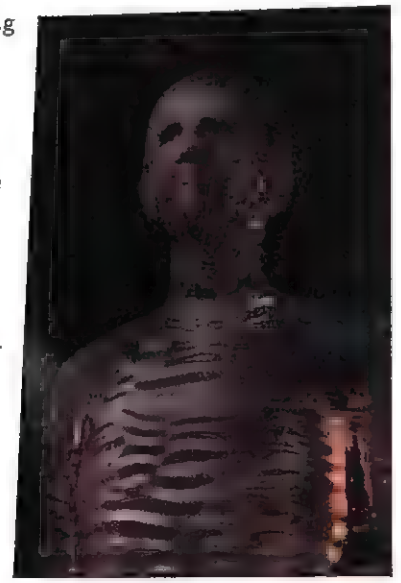
Wound Levels: 3/3/3/3/3/3/0

CHIEF OF SECURITY ODO

Odo is a changeling (a.k.a. shapeshifter)—a member of the species of the Founders, the creators and masters of the Dominion (see the "Aliens" chapter for further information). Odo was one of a hundred changeling infants who were sent out into the universe to learn about the galaxy and, eventually, report back to the Founder homeworld. He was found in the Denorios Belt in 2358 and was brought to the lab of Dr. Mora Pol, a Bajoran scientist.

Following many unpleasant years of training and development at Mora's lab, Odo wound up on space station Terok Nor, where he helped resolve disputes among the Bajoran workers because he was known to be uncompromising and neutral. This eventually led the station's Cardassian masters to appoint him Chief of Security on the station, a position which he continued to hold under the Starfleet administration of DS9. His intelligence and cleverness helped him make life miserable for anyone who tried to commit a crime on the station, including his longstanding nemesis, Quark.

In 2375, Odo learned that his people, the Founders, had become infected by a disease which was killing them. Soon thereafter he found out that he, too, suffered from the disease, having been infected in 2371 by the shadowy Section 31, who knew that he would pass the disease on to his people through the Great Link. After Julian Bashir risked his own life to uncover the cure from within the very mind of Section 31 leader Luther Sloan, Odo was saved, as were his



people. After the War he returned to the Great Link to help his people learn how to co-exist peacefully with the Solids.

Despite being an accomplished observer of humanoid habits, customs, and motivations, Odo has not always had much success imitating that behavior. An unrepentant workaholic, others often find him stiff and formal. One of his few concessions to normal humanoid behavior is his love for Kira Nerys, which he finally declared to her in late 2374.

Because of his shapeshifting nature, Odo can only retain a humanoid form for 16 hours. After that he has to revert to his natural state for a four-hour rest period. Like all Founders, he has no sense of smell or taste, cannot eat, cannot sweat, and is resistant to telepathy.

Although he has an uncompromising belief in justice and the law, Odo despises violence and possesses a great respect for the rights of others. He never carried a weapon, despite the dangers of his job; his natural strength and shapeshifting abilities were all the weapons he needed to enforce the law on the station.

Attributes

Fitness 3
  Strength +2
  Vitality +2
Coordination 4
  Dexterity +1
  Reaction +1
Intellect 4
  Logic +1
  Perception +2
Presence 4
  Willpower +2
Psi 0

Skills

Administration (Security) 2 (3)
Athletics (Running) 2 (3)
Computer (Research) 2 (3)
Dodge 4
History (Federation) 1 (2)
Intimidation (Bluster) 3 (4)
Language
  Federation Standard 2
  Bajoran 2
  Cardassian 2
Law (Starfleet Regulations) 4 (5)
  Bajoran (5)
  Cardassian (5)
Personal Equipment (Communicator) 1 (2)
Planetside Survival (Bajor) 1 (2)
Search 4
Security (Security Systems) 4 (5)
  Law Enforcement (5)
Shipboard Systems (Tactical) 2 (3)
Social Sciences (Sociology) 2 (3)
Stealth (Stealthy Movement) 3 (4)
Streetwise (Locate Contraband) 4 (5)
Systems Engineering (Security) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)

Advantages/Disadvantages

Contact (Lwaxana Troi) +2
Department Head (Chief Of Security. DS9) +4
Political Rank (holds the rank of *nestor* in the Cardassian judicial system) +1
Religious Rank (considered a god by the Vorta and the Jem'Hadar) +5
Resolute +3
Shapeshifting Abilities (see description of the Founders. page 253)
Shrewd +1
Telepathic Resistance +4
Arrogant –1
Code of Honor (uncompromisingly upholds the law and justice) –2
Poor (No) Chemoreception –1
Romantic Attachment (Kira Nerys) –3

Courage: 6

Renown: 42

Aggression: 8 Discipline: 12 Initiative: 8
Openness: –4 Skill: 10

Wound Levels: 5/5/5/5/5/5/0

QUARK

Ferengi entrepreneur Quark spent his early years as an apprentice to a district subnagus on Ferenginar, and then as a cook on a Ferengi freighter. Next he opened a bar and gaming establishment on the Cardassian mining station Terok Nor. There he conducted a thriving trade in both legitimate provision of food, drink, and entertainment and in the less legitimate provision of certain goods and services available only on the black market. When the Cardassians abandoned the station to the Bajorans and the Federation, he remained and continued running his bar.

Quark's lust for profit has frequently gotten him into trouble. His illicit dealings have caused problems for himself and the station, but he can't resist them for the profits they often bring. His frequent clashes with FCA Liquidator Brunt have, among other things, cost him his Ferengi business license, but he continues to operate the bar without it. However, as much as he loves profit, his exposure to Federation personnel and their ideas seems to have affected him for the better; he often displays decidedly non-Ferengi attitudes about his family members and business. They, in turn, enjoy patronizing his bar. To this day, Quark's Bar and Gaming Establishment remains one of the most popular locations on the station and the cornerstone of the Promenade.

Although none of them would admit it, Quark generally considers the station's chief crew members his friends—or at least his good customers. He sustained an ambivalent friendship/rivalry with Security Chief Odo, whom he constantly accused of harassing and persecuting him. However, in truth each of them would have been a little lost without the other; they both enjoyed their constant game of cat and mouse. Quark found himself particularly attracted to Jadzia Dax, so much so that he participated in a dangerous mission to destroy the Monac IV shipyard to ensure her admission into Sto-Vo-Kor. He did not, however, get along particularly well with Lt. Commander Worf.

Attributes

Fitness 1
  Strength –1
  Vitality +1
Coordination 3
Intellect 3
  Logic +1
  Perception +1
Presence 2
  Empathy –1
  Willpower –1
Psi 0

Skills

Athletics (Running) 1 (2)
Bargain (Bribery) 4 (5)
  Marketplace Haggling (5)
Computer (Data Alteration/Hacking) 3 (4)
Craft (Bartending) 3 (4)
Culture (Ferengi) 2 (3)
Dodge 2
Fast Talk 4
Gaming (Tongo) 4 (5)
History (Ferengi) 1 (2)
  Federation (2)
Language
  Ferengi 2
  Federation Standard 2
Law (Trade Regulations) 2 (3)
Merchant (Bajor Sector Market) 4 (5)
  Black Market (5)
Personal Equipment (Ferengi PADD) 1 (2)
Planetside Survival (Swamp) 1 (2)
Security (Security Systems) 3 (4)
Shipboard Systems (Flight Control) 2 (3)
Streetwise (Locate Contraband) 3 (4)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Ferenginar) 1 (2)

Advantages/Disadvantages

Contact (Orion Syndicate member) +1
Contact (Grand Nagus Rom) +3
Excellent Hearing +2
Mathematical Ability +3
Telepathic Resistance +4
Wealth (cash; ownership of Quark's) +3
Greedy -1
Shady Background –3
Sworn Enemy (Liquidator Brunt) –1

Courage: 3

Renown: 6

Aggression: 0 Discipline: 0 Initiative: 3
Openness: 0 Skill: 3

Wound Levels: 2/2/2/2/2/2/0

LIEUTENANT COMMANDER WORF

Worf, son of Mogh, was posted to Deep Space 9 in 2371 as strategic operations officer (for Worf's early history and service aboard the *U.S.S. Enterprise-D*, see *The Price of Freedom: The United Federation of Planets Sourcebook*, page 150). After being stripped of his titles and lands by Chancellor Gowron due to his refusal to aid the Klingon invasion of the Cardassian Union, he distanced himself from Klingon politics. However, after becoming good friends with General Martok in a Dominion prison, he joined the House of Martok, reestablishing his legal status as a citizen of the Empire in good standing.

During his time on Deep Space 9, Worf gradually became attracted to the station's Science Officer, Jadzia Dax. Jadzia reciprocated his feelings. In 2374 the two were married in a traditional Klingon ceremony. They were married for only a few months before Jadzia was killed by Gul Dukat. Worf undertook an especially dangerous military mission to ensure her admission to Sto-Vo-Kor.

Worf served nobly and well during the Dominion War both on the station and on the *Defiant* (and even commanded the ship on occasion). In 2375, after Chancellor Gowron took command of the Klingon forces fighting the Dominion War, Worf soon questioned his foolhardy tactics. Eventually he challenged Gowron, killed him in single combat, and became Chancellor of the Empire for a few moments. Realizing he wasn't the man for the job, he turned the cloak of rulership over to General Martok.

Following the Dominion War, Worf became the Federation's ambassador to the Klingon Empire.

Attributes

Fitness 5
  Strength +1
  Vitality +2
Coordination 4
  Reaction +1
Intellect 3
Presence 4
  Willpower +1
Psi 0

Skills

Athletics (Climbing) 1 (3)
Artistic Expression (Klingon Opera) 1 (4)
Command (Starship Command) 2 (3)
Computer (Research) 3 (4)
Culture (Human) 1 (4)
  Klingon (5)
Dodge 4
Energy Weapon (Phaser) 2 (5)
Gaming (Poker) 2 (4)
History (Federation) 2 (4)
  Human (4)
  Klingon (5)
Language
  Federation Standard 4
  Klingon 5
Law (Klingon) 1 (3)
  Starfleet Regulations (4)
Personal Equipment (Tricorder) 1 (5)
Planetary Sciences (Geology) 1 (3)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (*Bat'leth*) 4 (6)
  D'k tagh (5)
  Mek'leth (5)
Security (Security Systems) 5 (6)
Shipboard Systems (Flight Control) 3 (4)
  Sensors (5)
  Tactical (6)
Space Sciences (Stellar Cartography) 1 (3)
Starship Tactics (Federation) 2 (3)
Systems Engineering (Security Systems) 1 (5)
Unarmed Combat (*Mok'bara*) 4 (6)
  (Starfleet Martial Arts) 4 (5)
Vehicle Operations (Shuttlecraft) 1 (4)
World Knowledge (Earth) 3 (4)

Advantages/Disadvantages

Department Head (Strategic Operations Officer) +4
High Pain Threshold +2
Organ Redundancy (*brak'lul*) +2
Promotion (Lieutenant Commander) +3
Code of Honor (Klingon Code) –4
Code of Honor (Starfleet Code) –4
Diminished Social Status (Klingon Discommendation) –3*
Romantic Attachment (Jadzia Dax) –3

*Replace with Political Rank (Federation Ambassador to Klingon Empire) +4 after Dominion War ends

Courage: 6

Renown: 53

Aggression: 13 Discipline: 12 Initiative: 9
Openness: 7 Skill: 12

Wound Levels: 7/7/7/7/7/7/7/7/0

ELIM GARAK

Relatively little is known of Garak's background, since he makes it a policy never to give a straight answer where a cryptic statement will suffice, especially when the subject at hand is himself. Garak's covert influence on Cardassian affairs over the years belies his claim that he is only "plain, simple Garak." His admitted skill as a trained liar casts doubt on the reliability of much of what he has revealed about himself.

Garak formerly was a highly-placed member of the Obsidian Order, the Cardassian Union's much-feared intelligence organization. By all accounts he was a very effective spy with a natural flair for the job. He worked directly under the Order's spymaster, Enabran Tain, and in fact is Tain's son. Although he rarely displays them in front of his Federation friends, Garak possesses extensive skills as an assassin, saboteur, interrogator, and spy. For example, during his tenure with the Obsidian Order, Garak served as a gardener at the Cardassian embassy on Romulus. During that time a significant number of Romulan officials died in "accidents."

For unknown reasons, Garak was exiled from Cardassia by Tain sometime prior to 2369. He came to Terok Nor, where he opened a tailor's shop. After the Cardassian withdrawal from the station he was the only Cardassian remaining there. His position afforded him the opportunity to engage in black market activities of various sorts. He also struck up acquaintances with several station personnel, notably Dr. Julian Bashir, with whom he had lunch every day during their joint tenure on the station. Doctor Bashir rightly suspected him of being a spy, and was attracted by the notoriety and intrigue which surrounded him, but as time went on their friendship broadened. They often discussed literature and other subjects.

Garak saw the Dominion War as a chance to free his people from an oppressive government, and assisted the Federation's war effort despite his misgivings over helping it kill his own people. In 2374, Garak aided Benjamin Sisko in a covert attempt to trick the Romulans into allying with the Federation against the Dominion. Thereafter he spent most of his time decrypting Cardassian codes for Starfleet Intelligence—a task he was well suited for, since he had devised some of the basic Cardassian codes himself. In 2375 he returned to Cardassia Prime with Colonel Kira and Odo to help wage a guerrilla war to free his people. Having succeeded in that task, he remained there and now works to rebuild his homeworld.

Attributes

Fitness 3
  Vitality +1
Coordination 3
  Reaction +1
Intellect 5
  Logic +1
  Perception +1
Presence 4
  Willpower +1
Psi 0

Skills

Administration (Intelligence) 1 (2)
Athletics (Running) 2 (3)
Climbing (3)
Bargain (Bribery) 2 (3)
Computer (Data Alteration/Hacking) 3 (4)
Craft (Tailoring) 2 (3)
Gardener (3)
Culture (Cardassian) 2 (3)
Demolitions (Booby Traps) 2 (3)
Dodge 3
Energy Weapon (Phaser) 3 (4)
Espionage (Intelligence Techniques) 4 (5)
Cryptography (5)
Fast Talk 5
History (Cardassian) 1 (2)
Romulan (2)
Intimidation (Torture) 4 (5)
Knowledge (Literature) 2
Language
Cardassian 3
Klingon 2
Federation Standard 2
Personal Equipment (Communicator) 1 (2)
Persuasion (Oratory) 3 (4)
Physical Sciences (Chemistry) 2 (3)
Planetary Tactics (Guerrilla Warfare) 1 (2)
Planetside Survival (Mountains) 1 (2)
Security (Security Systems) 3 (4)
Shipboard Systems (Flight Control) 2 (3)
Starship Tactics (Cardassian) 1 (2)
Strategic Operations (Bajor Sector) 2 (3)
Streetwise (Locate Contraband) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Cardassia Prime) 1 (2)
Romulus (2)

Advantages/Disadvantages

Contact (high-level contacts in the Cardassian government and Obsidian Order) +4
Eidetic Memory +3
High Pain Threshold +2
Dark Secret (background in the Obsidian Order) –3
Exile –2*
Marked Man (Cardassian Central Command: Gul Dukat) –3*
Medical Problem –1 (can be poisoned with cobalt diselenide)
Phobia (claustrophobia: +1 Difficulty to all Tests when in enclosed spaces) –3
Species Enemy (Bajorans) –4
Sworn Enemy (Gul Dukat) –1*

*These Disadvantages should be eliminated following the events depicted at the end of the television series.

Courage: 5

Renown: 26

Aggression: 5 Discipline: 5 Initiative: 0
Openness: –9 Skill: 7

Wound Levels: 4/4/4/4/4/4/0

Enemy Personnel

Not everyone associated with the station is friendly to the Federation. Here are descriptions of a few of the Federation's worst enemies in the Bajor Sector.

Gul Dukat

One of the enduring figures of modern Cardassian politics, Gul Dukat first rose to prominence in the 2350s as head of the Second Order, one of the most important divisions of the Cardassian military. Sometime prior to 2362 he became the prefect in charge of Bajor, ruling that planet, as well as the mining station Terok Nor, with an iron fist. He opposed the withdrawal from Bajor. He kept a watch on the rechristened Deep Space 9 after leaving it, however, and frequently came into contact with its crew.

In 2372, Cardassian civilians overthrew the military government of the Cardassian Union and restored power to the Detapa Council. Shortly thereafter, the Klingon Empire, believing that the Council had been infiltrated by shapeshifters, attacked. With some help from his hated enemy, Elim Garak, Dukat managed to save the Council and prove that it was free of shapeshifters. He was later made military advisor to the Council.

Although Dukat was married, had seven children, and hated Bajorans, during the occupation he had romances with at least two Bajoran woman: Kira Meru (Col. Kira Nerys' mother) and Tora Naprem. In 2353, Dukat and Naprem had a daughter, Ziyal. Because the affair and child, if revealed, would have ruined him politically, in 2366 he sent them to live on Lissepia. The ship taking them there was attacked by the Breen and crash-landed on Dozaria; Tora Naprem was killed. In 2372 Dukat, aided by Kira Nerys, rescued Ziyal from a Breen labor camp. He brought her to Cardassia. When his affair was revealed, his mother disowned hi, and his wife left him (taking their seven children with her). To add insult to injury, he suffered demotion to captain of the freighter *Groumall*. Ziyal, upon whom he doted, lived with him on the freighter and, later, Deep Space 9.

In 2373 Dukat secretly negotiated the Dominion-Cardassian alliance which altered the balance of power in the Alpha Quadrant. This brought him back to power, and he promised to lead Cardassia to a new age of glory. Dukat enjoyed the fruits of authority once again, as the Dominion achieved one military victory after another and even retook

Deep Space 9. However, the subsequent loss of the station to Federation forces broke Dukat. During the flight from the station, his chief aide, Gul Damar, shot and killed Ziyal, who had helped the Federation forces. Dukat's mind snapped; he blamed Benjamin Sisko for the death of his daughter and his other problems. Federation forces found him and committed him to an institution for counseling and care.

After he was judged cured, Dukat was sent to Starbase 621 on the *U.S.S. Honshu* to appear before a special war crimes jury. En route the ship was destroyed, but he managed to rescue an injured Benjamin Sisko and get them both to a deserted planetoid. His intent was to force a confession from Sisko regarding all of the things he had supposedly done to Dukat. In fact, Dukat was still deeply insane, and experienced numerous hallucinations during this time. Captain Sisko barely managed to escape with his life.

Dukat next appeared on Cardassia Prime, where he used an ancient Bajoran artifact to allow a Pah-wraith to possess him. He then went to Deep Space 9, where the Pah-wraith used its powers to blacken the Orb stored there (and thus the other Orbs as well) and shut the wormhole—which Dukat thought would lead to a Dominion victory, since the Bajorans were now cut off from their gods. During his assault on the Orb Dukat offhandedly killed Jadzia Dax when she tried to stop him. Thereafter he fled to Empok Nor, where he led a small cult of Pah-wraith worshippers until they, with help from Kira Nerys, realized how hypocritical and evil he was and forced him to flee.

Dukat covertly returned to Cardassia Prime where, pursuant to the will of the Pah-wraiths, he arranged to be surgically altered to look Bajoran. He then presented himself to Kai Winn in the guise of a humble farmer named Anjohl Tennan. Tricked by the Pah-wraiths, Winn took him as a guide to help her bring about the so-called Restoration of Bajor. Even after his true identity was revealed, they continued working together to free the Pah-wraiths. Kai Winn tricked him, sacrificing him to power the ritual which allowed her to call them up. The Pah-wraiths in turn tricked her when they brought him back to life by investing him with tremendous power. When Sisko arrived to confront him, Dukat nearly killed his old enemy, but Sisko sacrificed his own life to destroy Dukat and imprison the Pah-wraiths forever.

Attributes

Fitness 4
  Strength +1
  Vitality +2
Coordination 3
Intellect 3
  Perception +1
Presence 4
  Willpower +2
Psi 0

Skills

Administration (Logistics) 4 (5)
Athletics (Running) 2 (3)
  Lifting (2)
Command (Starship Command) 3 (4)
Computer (Research) 1 (2)
Culture (Cardassian) 2 (3)
  Bajoran (3)
Dodge 3
Energy Weapon (Phaser) 3 (4)
Espionage (Intelligence Techniques) 1 (2)
History (Cardassian) 1 (2)
  Bajoran (2)
Intimidation (Bluster) 2 (3)
Knowledge (Deep Space 9) 3
Language
  Cardassian 2
Personal Equipment (Communicator) 1 (2)
Persuasion (Oratory) 2 (3)
Planetary Tactics (Small-unit) 3 (4)
Planetside Survival (Mountains) 1 (2)
Shipboard Systems (Tactical) 4 (5)
Space Sciences (Astrogation) 1 (2)
Starship Tactics (Cardassian) 3 (4)
Strategic Operations (Bajor Sector) 4 (5)
Unarmed Combat (Wrestling) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Cardassia Prime) 1 (2)
  Bajor (2)

Advantages/Disadvantages

Eidetic Memory +3
High Pain Threshold +2
Strong Will +2
Arrogant –1
Medical Problem –1 (can be poisoned with cobalt diselenide)
Compulsion (kill Benjamin Sisko) –3
Power-hungry –1
Species Enemy (Bajorans) –4
Sworn Enemy (Elim Garak) –1

Courage: 5

Renown: 47

Aggression: 13 Discipline: 12 Initiative: 8
Openness: –4 Skill: 10

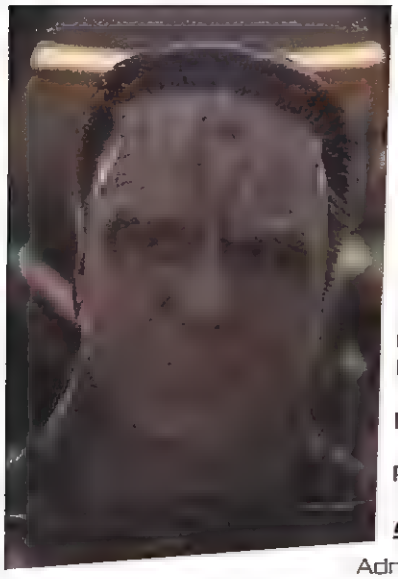
Wound Levels: 6/6/6/6/6/6/0

GUL DAMAR

Gul (also Legate) Damar, the leader of the Cardassian Central Command after Dukat's final fall from grace, worked his way up through the ranks of the Cardassian military, becoming Gul Dukat's chief aide sometime after 2369. When the Dominion occupied Deep Space 9, Damar was there as Dukat's second-in-command.

During the Dominion's rushed withdrawal from Deep Space 9, Damar shot and killed Ziyal, Gul Dukat's daughter, because she had betrayed the station to the Federation. Dukat, seeing his beloved daughter dead, went insane, and Damar took his place as leader of Cardassia. Because of the way he was treated by Weyoun and the Dominion, Damar spent much time drinking, neglecting his duties, and engaging in petty treacheries against his Dominion masters.

Eventually, his spirit fired by his refusal to let the Dominion victimize the Cardassian people, Damar rebelled and led a popular revolt against his people's *de facto* conquerors. His efforts proved crucial in the Federation victory,



though Damar himself was killed by the Jem'Hadar during an attack on the Dominion's military headquarters.

Attributes

Fitness 3
  Vitality +1
Coordination 3
Intellect 3
  Perception +1
Presence 3
  Willpower +1
Psi 0

Skills

Administration (Logistics) 4 (5)
Athletics (Running) 2 (3)
  Climbing (3)
Command (Combat Leadership) 3 (4)
Computer (Programming) 1 (2)
Culture (Cardassian) 2 (3)
Dodge 3
Energy Weapon (Phaser) 3 (4)
History (Cardassian) 2 (3)
  Federation (3)
Intimidation (Torture) 2 (3)
Language
  Cardassian 2
Personal Equipment (Communicator) 1 (2)
Persuasion (Oratory) 1 (2)
Physical Sciences (Chemistry) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
  Guerrilla Warfare (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Knife) 2 (3)
Shipboard Systems (Tactical) 3 (4)
Starship Tactics (Cardassian) 1 (2)
Strategic Operations (Bajor Sector) 3 (4)
Unarmed Combat (Wrestling) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)
World Knowledge (Cardassia Prime) 1 (2)

Advantages/Disadvantages

Eidetic Memory +3
High Pain Threshold +2
Political Rank (legate; *de facto* leader of Cardassian government until leads rebellion against Dominion) +6
Addiction (kanar [alcoholism]) –1
Medical Problem –1 (can be poisoned with cobalt diselenide)
Species Enemy (Bajorans) –4

Courage: 4

Renown: 22

Aggression: 6 Discipline: –1 Initiative: 5
Openness: 5 Skill: 5

Wound Levels: 4/4/4/4/4/4/0

WEYOUN

Weyoun was the highest-ranking Vorta in the Alpha Quadrant. As such he was responsible for coordinating the movements of the Jem'Hadar fleets and liaising with the Cardassians.

Weyoun first came to the attention of Deep Space 9 in 2372, when he led a group of Jem'Hadar who cooperated with the station's crew to destroy a unit of renegade Jem'Hadar. Prior to that time he had studied Benjamin Sisko closely and prepared a field report on him. After the attack was successfully completed, Weyoun was killed by one of his Jem'Hadar soldiers for questioning their loyalty to the Founders.

That Weyoun was the fourth clone of the original Weyoun. Weyoun number five was awakened and served the Founders for nearly three years; he helped to plan such important military actions as the taking of Deep Space 9. However, he was killed in a suspicious transporter accident in 2375 (which may or may not have been arranged by Gul Damar). Weyoun six was awakened immediately thereafter, but soon concluded that the war would ultimately be detrimental to the Dominion and should thus be stopped before the Founders were hurt. He attempted to defect to the Federation by luring Odo to come pick him up. Unfortunately for him, the Founders awakened Weyoun seven, who sent the Jem'Hadar after them. Rather than risk Odo suffering harm at the hands of the Jem'Hadar, Weyoun six activated his termination implant.

Weyoun seven was killed by Worf, who broke his neck when he made a comment to Ezri Dax which Worf found offensive. Weyoun eight, the last of the line, was killed by Garak during the Cardassian rebellion's assault on Dominion headquarters.

Weyoun (in any of his incarnations) was intelligent and insightful, enjoyed games, and tended to consider the Cardassians brutal dullards. Although he normally masked his contempt behind a facade of elaborate politeness, he unleashed his acerbic wit on them more than once. His loyalty to the Founders was absolute; to even contemplate doing anything which might harm or disadvantage them (including Odo) shocked him.

Attributes

Fitness 2
Coordination 2
Intellect 4
  Logic +1

Perception +1
Presence 2
Psi 0

Skills

Administration (Logistics) 3 (4)
Athletics (Running) 1 (2)
Command (Starship Command) 2 (3)
Computer (Research) 2 (3)
Diplomacy (Treaty Negotiation) 2 (3)
Dodge 3
Espionage (Intelligence Techniques) 1 (2)
History (Dominion) 2 (3)
Knowledge (Capt. Benjamin Sisko) 2
Language
Dominion 2
Personal Equipment (Communicator) 1 (2)
Persuasion (Debate) 2 (3)
Planetary Tactics (Mechanized Ground) 2 (3)
Planetside Survival (Mountains) 1 (2)
Search 2
Social Sciences (Sociology) 1 (2)
Stealth (Stealthy Movement) 2 (3)
Strategic Operations (Bajor Sector) 3 (4)
Vehicle Operations (Shuttlecraft) 1 (2)

Advantages/Disadvantages

Excellent Hearing +2
Resistant +12 (Vorta immunity to poisons)
Fanatic (devotion to Founders and their goals) –3
Poor Sight –2

Courage: 3

Renown: 11

Aggression: 0 Discipline: 6 Initiative: 2
Openness: 0 Skill: 3

Wound Levels: 2/2/2/2/2/2/0

KAI WINN

Kai Winn Adami, the religious leader of Bajor during much of Captain Sisko's tenure as commander of Deep Space 9, was a shrewd and ruthless schemer who led an orthodox sect. Following the loss/death of Kai Opaka in 2369, Vedek Winn was one of the leading candidates to become kai. By stirring up controversy over the teaching of the scientific view of the wormhole phenomena on Deep Space 9, she lured her chief rival for the position, Vedek Bareil, to the station, where she unsuccessfully tried to have him assassinated. Shortly thereafter, she secretly allied herself with the leader of the Alliance for Global Unity, Minister Jaro Essa, who agreed to support her bid for the office of kai once he assumed power. Again her plans were thwarted, this time by the destruction of the Alliance.

Then, in 2370, Winn received information which seemed to implicate Vedek Bareil in the notorious Kendra Valley massacre. Bareil, who was actually covering for the true collaborator, Kai Opaka, withdrew his candidacy to prevent the truth from coming out. Winn was elected Kai by the Vedek Assembly.

Later in 2371, First Minister Kalem died unexpectedly, and Winn assumed his position. Although skilled in the religious political arena, she was not as accustomed to secular politics, and soon blundered. She caused a dispute regarding a pair of soil reclamators which nearly sparked a civil war. The situation forced her to withdraw from the election for First Minister.

Kai Winn was never pleased that a Human was selected to be the Emissary of the Prophets, who had never spoken to her or granted her a vision. She rarely enjoyed cordial relations with Benjamin Sisko, or with the government he represented. Finally, Sisko's vision-inspired opposition to Bajoran membership in the UFP helped her grudgingly accept him as the Emissary.

During the Dominion War, Winn devoted herself mainly to supporting the people of Bajor. In 2375, after experiencing visions from the Pah-wraiths, and goaded by a disguised Gul Dukat and her own lust for power, she rejected the Prophets utterly. She worked to achieve the Restoration of the Pah-wraiths through ceremonies in the accursed tome *Kosst Amojan*, which she was able to read only after spilling the blood of her faithful *ranjen*, Solbor, onto its pages. She and Dukat journeyed to the Fire Caves, where she sacrificed him to empower the ritual. Dukat, resurrected by the power of the Pah-wraiths, casually killed her when she tried to destroy the book.

Attributes

Fitness 2
Coordination 2
Intellect 3
Presence 4
Willpower +2
Psi 0

Skills

Administration (Church) 4 (5)
Charm (Influence) 2 (3)
Computer (Research) 2 (3)
Culture (Bajoran) 3 (4)
(Bajoran Religion) 4 (5)
Dodge 2
Fast Talk 3
History (Bajoran) 4 (5)
Bajoran Religion (5)
Intimidation (Bluster) 2 (3)
Language
Bajoran 4
Federation Standard 1
Personal Equipment (Communicator) 1 (2)
Persuasion (Oratory) 4 (5)

Planetside Survival (Forest) 1 (2)
Social Sciences (Political Science) 2 (3)
Theology (Bajoran) 4 (5)
  Pah-wraith (5)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Bajor) 2 (3)

Advantages/Disadvantages

Religious Rank (Kai of Bajor) +4
Dark Secret (plot to kill Bareil and other such schemes) –3
Power-hungry –1
Species Enemy (Cardassians) –4

Courage: 5

Renown: 36

Aggression: 4 Discipline: 8 Initiative: 6
Openness: –10 Skill: 8

Wound Levels: 2/2/2/2/2/2/0

Missions on the Frontier

"Commander, we've got a distress signal incoming from the Nakkar, *a trading vessel out of Tellar. It's under attack from a Cardassian warship—a Galor class."*

Commander Vinett turned. "Onscreen."

The viewscreen flickered to life. Everyone in Ops could see the Nakkar, *looking tiny compared to its pursuer. One of its warp nacelles was trailing plasma, and as they watched, another disruptor beam rocked the tiny trader.*

"How close is the Nakkar?" *the Commander asked.*

"Five thousand kilometers, sir."

"Mister Chenng, can we extend station shields that far?"

Chenng hesitated only a second before responding. "Yes, sir, but it will substantially weaken them. They might not protect the station from any direct attack," he replied.

"Do it." On the viewscreen, there was a brief shimmer of blue as the shields came on and stretched out to encompass the Nakkar.

"Trader Nakkar, *you are cleared to dock at Docking Port 12. Mister Chenng, have an Engineering team there to begin repairs on the ship. Lieutenant, hail the Cardassian vessel."*

"Onscreen, sir," Lt. Dromi replied.

The picture on the viewscreen changed. Now it was filled with a Cardassian face—arrogant, belligerent, haughty. "This is Commander Vinett. What is the meaning of this attack?"

"Attack? There has been no attack on your station. I am Gul Presar, of the Obsidian Order. The captain of that vessel is a wanted criminal in the Cardassian Union—I insist you turn him over to me this instant!"

Vinett motioned for Dromi to cut the sound. "Anyone ever heard of this... Gul Presar?"

"I have, Commander," said Lt. Crimm. "He was supposedly one of the officers responsible for the destruction of that Maquis ship two months ago."

Vinett motioned for sound. "Gul Presar, I'm afraid I have to deny your request at this time. However, you're welcome to dock at Port 28 and wait while I investigate this matter." Presar gave a snort of disbelief and turned off his viewscreen. On the station's screen, Vinett could see the warship turn and head back to Cardassia.

"I can't imagine why he'd refuse our hospitality," Vinett mused.

Welcome to the Fringe

Your assignment as Narrator is to bring to life the tough choices, swirling politics, and desperate heroism of Crew members' lives on the frontiers of the Federation. It's a demanding task: You become set designer, art director, director of photography, sound effects technician, and story editor, all rolled into one. You

set the scene, work out the outline of the story, create and portray the secondary characters the Crew interacts with, all while building the mood appropriate to the story. When your players throw a surprise your way, you must adapt to it quickly and smoothly, changing your preconceived ideas about the story to suit the actions of the main characters.

Sound daunting? Well, maybe. But you're up to it. If you've watched a bunch of *Star Trek: Deep Space Nine* episodes, you'll be surprised how much you've unconsciously soaked up about the dynamics of pacing, story construction, and drama. Believe it or not, you already know all this stuff. All you have to do is relax, pay attention to the cues your players are giving you, and trust your own intelligence and imagination. Oh, and reading the next two chapters won't hurt, either; for one thing we'll be focusing on the differences between a *Deep Space Nine RPG* series and other *Star Trek* games. Even the best Narrators can improve their techniques by picking up pointers from game books, watching other good Narrators in action, and thinking about storytelling techniques as they review their favorite episodes of the show.

Your duties as Narrator fall into two phases: preparation and play. During preparation, drawing inspiration from a variety of sources, you devise an airtight plotline after carefully considering the nature of the conflict, creating a vibrant cast of characters, and anticipating a number of brilliantly-executed scenes. During play, your players turn all of your expectations upside down, go off in an entirely unanticipated direction, and force you to improvise wildly in order to create a compelling episode that seamlessly interweaves your original ideas with their all-important input.

Well, we're kidding. A little. And exaggerating the difficulty of the task. Let's break it down into steps.

Preparation

Creating the Challenge

Players need obstacles to overcome like Quark needs suckers to fleece. Smugglers, conspiracies to take over a space station, pirate attacks, alien abductions, low morale, careening comets, robotic prototypes that go haywire—all of these classic story hooks deserve a place in your arsenal. They provide opportunities for the Crew members to prove themselves as well as offering the players (and you) a chance for fun.

Kick off each episode of your series by presenting the players with a problem their characters must solve. Do so by asking yourself the following four questions:

1. What problem must the Crew solve?

2. What makes the problem difficult to solve, or makes its solution urgent? In other words, what is the main complication the Crew members face in dealing with the problem?

3. Why should the Crew members want to solve the problem? In other words, what are their motivations? The answer to this question tailors itself to each specific group of player characters. The *DS9* adventures Last Unicorn publishes may leave the motivations up to you to fill in, because you know your Crew rosters and we don't. If you can't answer this question right away, keep it in mind as you build your cast of supporting characters and flesh out the story. Don't start an adventure without having addressed this critical issue.

4. Why should the players care about the problem? In other words, what are the stakes?

Types of Challenges

Stories break down into several basic categories.

The simplest serves as the basis for most adventure stories: **man against man**. The Crew faces other characters who want something diametrically opposed to what it wants. They struggle. One side wins; the other loses. Ideally, good triumphs over evil, if the two sides of the conflict fit those neat little moral packages. In the *Star Trek* setting, the Crew may struggle against opposing characters who stretch the definition of "man," ranging from god-like aliens to homicidally paranoid shapeshifters. This is all to the good, since the nature of Humanity is a classic *Trek* theme worthy of constant revisitation.

Challenges that pit **man against nature** force the Crew to struggle with impersonal forces. Crew members should from time to time face impersonal hazards such as dangerous climatic conditions, technology failures, disease outbreaks, attacks by robotic devices, spatial anomalies, radiation leaks, and so forth. However, impersonal dangers are never as memorable as character conflicts because... well, they're impersonal, aren't they? When possible, lend them impact by relating them in some way to an internal conflict of one of the characters, or a conflict between Crew members.

In a **moral dilemma**, the characters face a situation that forces them to choose between two mutually exclusive courses of action, each one of which can arguably be seen as the right thing to do. The suspense derives from the question of which conflicting ideal the characters will ultimately decide to uphold. Although most moral dilemma stories include second-

ary conflicts to sustain our interest until the morality play begins, the main conflict here is within the group, or in the head of a single character. These are stories of man against himself. *Deep Space Nine* made a specialty of these conflicts, periodically concluding episodes with a greater sense of moral ambiguity than you'd expect from other *Trek* series.

Another variant of the "man against himself" conflict is the **inner struggle**, which occurs when a character confronts his own limitations. He may be forced to overcome a fear, a prejudice, an incapacity to love, an inability to trust, or some other personal flaw. For inspiration to drive stories of this type, look no further than the disadvantages on the Crew members' character sheets. Since these stories focus on a single individual's psyche, you must work extra hard to ensure that the other Crew members all have something interesting to do during the course of the episode.

The **mystery** places the characters in a conflict with the unknown; they solve the problem by discovering information about a place, event, or person. Think of this as "man against the unknown."

Once you've got your feet wet as a Narrator, you can mix and match elements of these basic conflicts. When just starting out, though, you'll want to keep it simple.

> *You decide to start your series with a simple mystery. An explosion occurs in the main cargo hold of the players' starbase; they must find out who did it and why. The problem is difficult to solve because, as in any true mystery, there are too many likely suspects. You look at the list of player characters and make sure that each of them is motivated to work together to solve the mystery. To pick a couple of examples, one character is a trader who owns the cargo bay in question. Another is a mercenary attracted by a reward offer. The stakes are high, because the starbase will lose its position as a top commercial hub if freighter captains decide that its security is lax.*

Once you've gotten the hang of this, you can start to get fancy. Use subplots, as seen in many *DS9* episodes. Create a main conflict to be solved by a small group of Crew members, while one or two other player characters tackle a less important conflict of their own. Relate the plot and subplot thematically. The subplot may serve as a humorous counterpoint to the main action.

Remember that these challenges should increase the players' enjoyment, not serve merely to frustrate them or prove that the Narrator can kill their characters whenever he pleases. The idea is not to work against the players but to make sure that everyone has fun. Take care to balance the challenge with the Crew (and players') capabilities. Too-easy obstacles bore groups just as disastrously as too-difficult ones! Let trial and error be your guide as you learn to set the difficulty level of the obstacles facing your Crew.

Inspiration

The ideas for these challenges have to come from somewhere. The most obvious sources are the *Deep Space Nine* television shows. These highlight some of the most fascinating aspects of the *Star Trek* universe (for more information, see the next chapter). They present possible enemies and allies, scientific phenomena, political events, social difficulties, and more. They also provide excellent ways to mix different conflicts into one episode. For instance, in "Once More into the Breach," the main plot involves trying to raid a Dominion outpost, but also features the secondary conflict of resolving an old Klingon's place in the warrior race. That the two resolve themselves together is a nice addition, but not always necessary—or possible.

Inspiration comes from any number of sources, though. Movies, novels, songs, and stories are just a few of these. Don't be afraid to borrow. Take a story from another *Star Trek* series, or from some other television show entirely. Adapt the plot of a favorite movie, novel, or comic book. Plenty of *Star Trek* episodes take situations and conflicts from classical sources; Melville, Milton, and Shakespeare, among others. The classic stories are classic for a reason. Steal from them with pride. Don't worry too much about clichés, either. The story may seem just like any other spy, adventure, war, mystery, or love story from the outside. From the inside, from the players' perspective, it will be new and exciting, because it's *their* spy, adventure, war, mystery, or love story. A certain amount of familiarity can even be comforting early in the process. Also, if the background seems familiar to players, they can spend a little more time examining their characters' personalities.

The game itself can give Narrators plenty of ideas. Taking a close look at the Crew is a good start. When players create their characters, they often have visions of what they want them to accomplish. Talk to them and find out what kind of stories they most want to take part in. Some characters desire promotions, and their players willingly seek out circumstances which can bring them to their superiors' attention. Others want to see their species advance, perhaps by having the Federation expand or Klingons gain respect. Others would like to see their enemies fall, especially if the character has an intense dislike for a species. They might actively strive to foil the Romulans or force the Dominion to its knees.

Feel free to bring up events from the characters' past to haunt them. If one of the players says her character fought at Chin'toka, a Cardassian captain may blame her for the death of his brother and hunt her down. If another says his character excelled at Starfleet Academy, then one of his rivals can show up to challenge him one more time.

Characters' skills and interests lead to at least as many episodes. A character with a high rating in Unarmed Combat may attract young upstarts eager to prove themselves better. Starfleet might summon characters with high Starship Tactics ratings to help them plot out a campaign against the Dominion. If yet another owns a pet *sehlat*, then the appearance of a new alien species can cause it to enter extreme fits of rage.

The Supporting Cast

Now that you've created the challenge for your Crew members, it's time to assign supporting characters to interact

with them during the course of the adventure, bringing it to life. You control these supporting cast characters, also called NPCs (for Narrator player characters or non-player characters). While there will always be anonymous faces in the crowd or nurses in the infirmary, everyone the Crew members personally interact with should be as interesting and believable as possible—and should further the story in some significant way.

Supporting cast characters prove crucially important in any roleplaying game. All good stories depend on conflict for their interest. Conflict arises when the desire of the Crew to solve the central problem clashes with the agendas of supporting characters.

In a *Deep Space Nine RPG* series, the supporting cast serves not only as your source of conflict, but also as your main means of structuring your adventures as you prepare them. In any of the other *Star Trek* games, the scene of the action changes every episode, as the Crew's vessel travels to a new place, encounters an unfamiliar situation, and resolves the conflict. Narrators of these games can easily limit the choices made by the players, leading the Crew members through a more or less predetermined series of scenes. They have freedom of choice within the scenes, but the order and setting of each sequence remains largely in the Narrator's hands.

Not so in *Deep Space Nine*. In this game, the players normally operate out of a home base, whether a starbase, Deep Space outpost, smuggler haven, or trading hub. The adventures and conflicts arise from the politics, intrigue, and interactions of the people who live in and around the base. Crew members know the base and its environs inside out, because they live there. As the series progresses, they'll increasingly gather contacts and resources to help them solve problems. You can't arbitrarily limit their options; if they can draw on a person or piece of technology to overcome an obstacle one week, you can't stop them from using it the next without being obviously manipulative. Such heavy-handed tactics destroy the players' ability to imagine the region as a real and consistent place. With consistent resources at their disposal, and more or less known situations to deal with, you can't easily predict, much less dictate, the order in which the players will try to do things.

The political and social nature of many base-oriented storylines also dictate a looser approach to story preparation. The dilemma of your story may call, for example, for Crew members to negotiate with several factions in a complicated social dispute. You can't predict or dictate which faction the Crew is going to seek out first. The best you can do is to anticipate that they'll seek out each faction at some point. Again, without the ability to dictate the timing of scenes, you need a method of plotting more open-ended acts than the three-act structure we provide to Narrators of *DS9*'s sister games. Instead, create a cast list of supporting characters by determining the story roles you need them to fulfill. Work out what their agendas are and what they will try to do if left undisturbed. Determine how effective they'll likely to be in doing this and what order they'll do things in. Then, when the actual story begins, adapt their responses to actions taken by the Crew members.

To help you understand and remember the supporting characters' various roles in each story you present, use the following categories: the antagonist, the motivator, the complicator, and the facilitator.

Antagonists drive the central conflict, actively working toward the very outcome the Crew members are trying to stop. Antagonists aren't necessarily outright villains. The conflicts of *Deep Space Nine* aren't always painted in black and white. A story's antagonist might be a sympathetic but misguided person struggling toward goals he honestly believes in. For that matter, many of the most vicious adversaries the Crew members face will tend to believe in the rightness of their actions. On one level Gul Dukat was a selfish and greedy man, but no matter what havoc he was wreaking, he always believed in himself and his goals, whether those goals were to maintain the strength of the Cardassian Union, to drive off the Klingon occupiers of his homeland, or to free the Pah-wraiths. Recurring antagonists give the players something to anticipate, let the Narrator flesh out an NPC, and help the Narrator come up with challenges centered around one foe.

The classic example of the **motivator** is the character who appears in the first scenes of the story to acquaint the Crew members with the story's central problem and inspire them to want to solve it. The motivator might be a superior officer, client, family member, friend, or simply a stranger in need of help. Match the motivator to the specific goals of the player characters. A Crew seeking profit responds better to a client offering latinum than would a Crew of Starfleet officers; for them, you'd be more likely to use a superior officer. For example, the Starfleet Security officer who sent O'Brien on a mission to infiltrate the Orion Syndicate served as motivator during that episode. In accordance with the ever-shifting allegiances and moral uncertainties of *Deep Space Nine*, a supporting character who appears as an antagonist in one episode might show up later as a motivator. By contacting Kira to tell her a secret about her mother, triggering a story in which Kira went back in time to investigate her past, Dukat acted as motivator.

No Starfleet, No Base

Although this chapter and the next concentrate on other series models, it should be noted that you have the option of combining the non-Starfleet emphasis of the *Star Trek: Deep Space Nine Role Playing Game* with the roving, new-planet-every-week structure of *Star Trek: The Next Generation Role Playing Game*. Such a series might follow the adventures of a non-Starfleet vessel's crew as they travel around in search of commercial opportunities, mercenary engagements, or crises to solve on behalf of their own governments or leaders. Look for more guidelines on such hybrid series in future *DS9 RPG* products.

Complicators present the Crew with secondary obstacles they must overcome in order to solve the main problem of the story. Sometimes those obstacles can't be overcome at all. In these cases complicators provide incontrovertible reasons why the Crew can't take an obvious course of action to solve a problem—instead they have to do something risky, difficult, or otherwise entertaining. Although they somehow hold one of several keys to the Crew's success in meeting the primary challenge of the story, the goals and desires of complicators are often entirely unrelated to that challenge. Any supporting character can act as a complicator. The FCA liquidator Brunt acted as complicator when Quark's bar staff tried to unionize; his threatening presence made it harder for Quark to resolve the conflict with his employees, by ruling out an above-board negotiation with them.

Supporting characters can become **facilitators** who act to help the Crew along. In general, they should do little more than provide necessary information or guidance. As the stars of the show, Crew members should solve problems themselves! If there's a medical problem to be solved on an episode of *Deep Space Nine*, you can bet that it'll be Bashir who solves it, not one of his assistants. That's why supporting character Federation officers are so often portrayed as being troublesome in some way. If the scriptwriter needs a competent, heroic Starfleet character to do something, he'll assign that role to a leading character; that's why other Federation types are so often presented as motivators and complicators. Don't, however, underestimate the importance of facilitators in providing information to the Crew. On a TV drama, supporting characters often appear as information providers, so that viewers can listen to their expository dialogue and understand what's going on. However, in a roleplaying game, you as Narrator can simply tell players the things their Crew members might know straight out. Nonetheless, there are times when you'll need supporting characters to reel off some facts. The information the story depends on might be too esoteric for even the ultra-knowledgeable characters who take center stage in a *Star Trek* game to believably know. You can also use this technique to add conflict to a scene, when Crew members must convince unwilling characters to provide necessary information; when you do this, one character acts as both complicator (when he initially withholds the information) and facilitator (when he finally provides it.)

Once you've decided what the challenge will be, figure out how many antagonists, motivators, complicators, and facilitators you need. Then decide which supporting characters will fill those roles. If this is not the first episode of your series, and a previously established supporting character can logically take on a role, use him; characters the players already feel connected to always add extra impact to your story.

When you do need to invent new supporting characters, assign them names, one-line descriptions, and motives. Invent memorable characters, but also design them to serve your immediate goal. Simplicity is a virtue; wait until later to complicate things. You'll find it easy to give supporting characters other roles in future episodes if they grab your imagination or that of your players.

Your story involves the Crew in the investigation of a mysterious explosion in the cargo hold of a freighter docked at their home base, a space station.

You need an antagonist, who causes the explosion in the first place. You decide that the bomb was planted by an over-enthusiastic member of Section 31. So you note that your antagonist is named Lieutenant Commander Leddy, and that his motivation is to destroy evidence of Section activities hidden in a cargo container.

You need a motivator, to give the Crew a reason to want to find out who caused it. Cras, the Ferengi arms dealer, believes in the Rules of Acquisition, but cares slightly more for his numerous pets. A shipment of exotic animals was destroyed in the explosion. He pressures the owner of the cargo bay to find out who did it. He offers a reward to the mercenary character. These characters then do the rest of the motivating work, enlisting the aid of their fellow Crew members.

You need some complicators to impede the Crew's progress. Joro Fatan, a bullying Argosian whose zoological collection rivals Cras', was present on the station when the bomb went off. Cras names him as a likely suspect. Fatan reacts angrily to incursions on his privacy and will complicate matters for the Crew as they try to rule him out as a suspect.

Finally, you need a facilitator or two to help the Crew by providing necessary information. Seramone, a Betazoid entertainer on the space station, has strong telepathic potential, but is afraid to use her powers due to problems her relatives have had. Her empathic senses detected something dark about Leddy when he visited her backstage, but she's reluctant to discuss information gained through her psionic senses.

A Sample Plot Sheet

Challenge

Identify and apprehend cargo bay bomber.

Supporting Cast

Role	Name	Description	Goal
Antagonist	Lt. Commander Leddy	Overzealous Section 31 officer	Protect Section 31; keep his involvement secret
Motivator	Cras	Animal-loving Ferengi arms dealer	Find out who killed his pets
Complicator	Joro Fatan	Bullying Argosian animal collector	Maintain his privacy; feel powerful (red herring suspect)
Facilitator	Seramone	Betazoid entertainer	Protect her job on station; avoid using psionic powers

Story

Scenes

- Leddy re-establishes old acquaintanceship with Starfleet Crew member, provides his cover story
- Bombing occurs
- Cras demands action from/offers reward to Crew members
- Crew member sees Seramone nearly faint during performance
- Cras, having discovered Joro Fatan is aboard, points to him as suspect
- Leddy offers clue that implicates Joro Fatan
- Leddy poisons Crew member who seems closest to exposing him
- When discovered using access codes he shouldn't have, Leddy escapes to shuttlecraft, necessitating pursuit and final confrontation

Plot Points

- Cargo security team records show that the bomb must have been planted during a ten-minute period when sensors mysteriously shorted out
- Seramone's premonition about Leddy
- Joro Fatan's hostility isn't unusual for him
- Joro Fatan has an alibi
- Discover that sensitive data was stored in cargo bay
- Portions of Leddy's personnel files have been falsified to cover his Section 31 activities
- Learn why Seramone is unwilling to talk about her fainting spell
- Trace poisoning of Crew member to Leddy

PLOTTING

Take a piece of scrap paper. Write down the basic conflict. List your supporting characters, with story roles and agendas laid out. For characters who serve as complicators, you may also want to remind yourself just how they complicate the story. The resulting notes provide the bare bones of your story. If you're an experienced Narrator, this may be all you need to run an exciting evening of roleplaying entertainment.

If not, it's worthwhile to continue your preparation by sketching out the basic scenes that would occur if you were a TV scriptwriter and you controlled the Crew just as you do the supporting characters and setting. Chances are that, in the face of player input, you'll end up abandoning much of what you jot down, but you'll have something to fall back on if they adopt a passive role, and a basic story to herd them toward if they go completely off the rails. Look at this as an exercise in possibilities rather than a blueprint to which you must adhere. Preparing an episode which absolutely depends on certain actions occurring at certain times is usually a recipe for disaster, since players rarely follow the path laid out for them. Instead, when preparing each scene, plan several ways for the characters to get into that scene from the previous one, and to advance to the next scene. Or don't plan out specific scenes at all. Just make a list of characters and their roles, and let the actions of the Crew dictate the order in which things happen.

A plot is made up of a series of scenes. Just like the television show, a scene in the game takes place between defined sets of characters in one location. In the show and in the game, the job of the scene is to deliver a piece of information or to set a given conflict in motion. When narrating a scene, ask yourself, "What is this scene's purpose in my story?" If it is meant to set up a conflict between the characters and an officious Trill ambassador, make sure the players notice the Trill's arrogance and bad attitude. If the scene exists to get the characters from the embassy banquet to the ambassador's quarters, don't distract the players with options that go nowhere, and don't put a hundred guards in the corridor to block them.

Every scene is important; the players should never think of a scene as trivial or filler. Ask yourself when writing or deciding on any scene: What's the job of this scene? How will it move the plot forward or enhance the theme? Who needs to be there for it to work? What ends the scene? With those questions answered, you're ready to put that scene into your storyline.

Divide the rest of your sheet of paper into two columns. In the left-hand column, list your scenes in the most likely order of occurrence. In the right-hand column, make a list of the things the characters need to do, gather, or assemble to complete the climax you've planned. If the players need a particular tricorder reading, knowledge of the Trill ambassador's past history, and the testimony of a Lissepean witness to solve the problem, make sure they all appear in your plot point list. Under each entry, list at least two ways the Crew members can accomplish each task or gain the necessary piece of information.

When you create the central challenge of the story, make sure the Crew members have access to at least one way to resolve that challenge. If none of your players portrays an experienced diplomat, for example, make sure the scene involving tricky negotiations has a back door so they can solve it some other way. Perhaps rescuing the Ferengi ambassador's son from muggers makes him more amenable to compromise. This exercise ensures that you're not setting up the players for frustration and disappointment against a problem they have no chance of overcoming. They may not end up using the particular plan you have in mind, or even succeed with their alternate plan, but at least they had a chance to succeed.

Your plot sheet for the cargo sabotage story would look like the one opposite.

GIVING PLAYERS SOMETHING TO DO

Make sure all the player characters get to do something fun and important at least once per episode. Once you've laid out your plot sheet, double-check to see that each Crew member can gather or overcome at least one plot point, or can take a major role in at least one scene. Add scenes or plot points as needed to involve everyone.

Although any given episode may point the spotlight at one or two characters, ensure also that, over time, every player gets an equal chance to see his character shine. When planning an episode, imagine what all the characters will do along the way. Take a special look at the complicating factors standing in the way of the Crew's victory; tailor obstacles to the specific abilities of each character. Arrange for maximum tension and suspense by arranging these complications in ascending order of difficulty. As the story progresses, the consequences of failure should increase.

An adventure story can be seen as a series of questions. The first appears almost immediately, kicking off the story: What happened to the Federation mining colony? Each answer leads to a new, and more crucial, question. Are these aliens dangerous? What does the Cardassian *gul* intend to do now? Where's the admiral? What is the secret of this temple? Make every scene matter. Don't get sidetracked on minor matters unrelated to the cascade of questions and answers that underlies your plot.

PLAY

Now that you have your story prepared, it's time to gather your players together and see what it looks like when they're finished interacting with it. Be ready, above all, for constant surprises. Unlike a television director, the Narrator rarely knows how an episode will turn out. Players have free will; their characters do not have to follow a set plan like actors do. Players often take a Narrator's story in directions that surprise everybody. If you expect the Crew to hunt down and

Scenes

- ~~Leddy re-establishes old acquaintanceship with Starfleet Crew member, provides his cover story~~
- ~~Bombing occurs~~
- ~~Eras demands action from/offers reward to Crew members~~
- ~~Crew member sees Seramone nearly faint during performance~~
- ~~Eras, having discovered Joro Fatan is aboard, points to him as suspect~~
- ~~Leddy offers clue that implicates Joro Fatan~~
- Leddy poisons Crew member who seems closest to exposing him
- When discovered using access codes he shouldn't have, Leddy escapes to shuttlecraft, necessitating pursuit and final confrontation

Plot Points

- ~~Cargo security team records show that the bomb must have been planted during a ten minute period when sensors mysteriously shorted out~~
- Seramone's premonition about Leddy
- ~~Joro Fatan's hostility isn't unusual for him~~
- Joro Fatan has an alibi, but won't reveal it; he was pursuing a romantic tryst with a married woman on the station
- ~~Discover that sensitive data was stored in cargo bay~~
- Portions of Leddy's personnel files have been falsified to cover his Section 31 activities
- ~~Learn why Seramone is unwilling to talk about her fainting spell~~
- Trace poisoning of Crew member to Leddy

capture a criminal on the station, they may surprise you by trying to make a deal with that criminal. Learn to treat surprise as your friend. Improvise a new story incorporating the obvious preference of the players for a new solution. Knowing the story roles of your supporting characters helps you to rearrange your plot on the fly. If the players turn an antagonist into an ally, have a complicator appear to show them why this can't work—or flip the story and turn the complicator into the antagonist.

Players have a tendency to suggest ways for their Narrators to handle the curves they throw. Expect and encourage them to think out loud about the difficulties they believe will lie in their paths, and take advantage of these musings. Just add some of your own twists to make the game distinctly your own. Additionally, feel free to mix your planned episode and the players' plans to make the episode even more dramatic.

Winging it is substantially easier if both you and the players have the same vision of the scene. Consider all of the characters' senses when setting the scene as well as all the important plot elements they can think of. Tell the players what their characters see, hear, and understand about the events going on around them. Make sure you mention everything that is both important for the story and obvious to the characters. You don't have to describe everything in minute detail; just make it clear what is happening as well as who and what they can see.

Let your plot sheet be your guide. As you run the game, nudge the players as necessary toward the scenes that provide them with the information they need to solve the challenge, and also toward those scenes that are just plain entertaining to play out. In a way, a roleplaying adventure resembles a scavenger hunt. As the Crew assembles the elements needed to finish the story, cross off the entries in your right-hand column. As they complete anticipated scenes, cross off their corresponding entries in the left-hand column. The entries that remain show you how much gentle steering you still need to do to nudge the Crew toward your exciting conclusion. When nearly everything is crossed off, you're ready to wrap it all up.

You're in the middle of the episode outlined on page 164. Your plot sheet now looks like the sidebar on the left side of this page.

Your players have discovered that sensitive information was destroyed in the explosion, but continue to suspect Joro Fatan; they never thought that anyone would cause an explosion just to blow up some exotic pets. They know he's an angry fellow, but think it's a cover for nefarious doings. They've also learned why Seramone won't talk to them about her fainting spell, but aren't sure her motivations are connected to the main plot—after all, Joro Fatan wasn't in the bar when she had her attack. In short, the players are a little too fooled! The player whose character knew Leddy from their Academy days has even recruited him to help in the investigation. You decide it's time to nudge the storyline along before the players get frustrated. You introduce a new facilitator character, the bartender Lesara. She takes a trusted Crew member aside and confesses that she was with Joro Fatan during the crucial ten minutes; she explains why he wouldn't compromise her by using her as his alibi. You figure that the loss of Fatan as a suspect should redirect player attention to Leddy—after all, he provided evidence that implicated the animal dealer. You'll continue the game until the crucial entries are all crossed out—or something else equally exciting and conclusive happens.

CHARACTERIZATION

When it comes time to actually play out your story, add depth to the quick character sketches you've charted out for yourself on your plot sheet. As you do more and more narration, you should be able to sketch NPCs in a couple of minutes of roleplaying. Use descriptive words, characteristic actions, turns of phrase, and sensible, consistent

reactions to the Crew. Be energetic. Don't be afraid to get a laugh now and then—better smiles than snores.

USING THE MECHANICS

Every game has rules, and the *Star Trek: Deep Space Nine Role Playing Game* is no exception. Unlike chess or boardgames, however, roleplaying games require cooperation. The goal is not winning, but having fun. The rules aren't meant to restrain the players, but to create an environment in which everyone works together to create a truly interactive, involving story. There's a time and a place for the rules, and a time and a place to break them in order to maximize everybody's fun. Over time, you'll develop a sense as to when to enforce the rules like a Vulcan, and when to ignore them, like a Ferengi would.

CLEVERNESS

Don't penalize your players for being clever or thinking their way through a problem and solving it early or in an unexpected manner. If the episode calls for the characters to try to solve a murder, they may realize early on that the victim faked the whole incident instead of realizing it at the end, when the Narrator intended them to. Look at your cast of supporting characters and see how their premature solution of your original premise could lead to a new and exciting problem to be solved. Maybe the victim's sister really is trying to kill him, and the players only discover his faked murder in time to prevent the real one.

FOOLISHNESS

On the other hand, the dice won't always save the players from their own foolishness. If they pull a phaser on Q, all the successful Persuasion rolls in the galaxy shouldn't save them from a duel (at best), serious embarrassment (most likely), or being turned into a newt for all eternity. Players should never count on the letter of the rules to keep them safe from the universe's punishment for their stupidity.

COMMON SENSE

If a character made it through Starfleet Academy, he can probably walk down a starbase's corridor without making a Coordination Test. Don't ask for Tests if the characters are doing something routine, simple, or easy. Any competent Science Officer can extract data from the ship's computer; any Ops Officer can beam someone down to a planet; any competent fence can appraise a piece of jewelry. Unless you intend something tricky, or the characters are under some form of stress or pressure, don't slow the game down by calling for needless rolls. If a virus has infected a computer, a stellar anomaly interferes with the transporter, or those plants are a poisonous hybrid, then a Test would be called for, even necessary. Otherwise, don't bother.

IRRELEVANCE

Related to the common sense principle is the principle of irrelevance. If making a roll would distract from the story, or is simply unimportant to it, let the characters succeed and narrate the consequences. If the characters are on their way to a Cardassian space station to respond to rumors of Dominion subversion, don't make them roll Shipboard Systems (Flight Control) Tests simply because they pass through an uncharted region of space. The point of the story is the arrival at the station. If the characters somehow botch the roll, they've crippled both their ship and your story. Players don't mind reversals or plot twists, but irrelevant reversals and pointless sidetracks just annoy everyone and detract from the game's flow.

PACING

Common sense and avoiding irrelevance together reinforce the concept of pacing. Let things move slowly when the characters are interviewing a suspect or doing research. Give the players plenty of time to think and make the necessary Tests. Speed things up as events get more life-threatening, such as when a cave begins to collapse over them or six-limbed alien bounty hunters begin chasing them through the collapsing cave. Give the players only a moment to think. Do their players turn left or right? Do they try to leap over a crevice or follow a safer but longer course? In the latter cases you want to keep Tests to a minimum but make them seem critical—if the players fail a couple of them, the cave may well crush them.

BACON RETRIEVAL

Just as they can pull surprise solutions out of a hat, players can surprise you by failing spectacularly. When they really dig themselves into a hole, add facilitators to the story to pull them out. If someone else saves them, maybe they should get

less Experience or Renown then you originally planned to give them. Embarrass them suitably when they mess up; the facilitator may be a gloating rival or disapproving senior officer.

BEING FAIR

No one will have fun if the players think you're working against them. Don't play favorites. If your group includes your best friend and someone you only see on game nights, do your best to treat them equally. Don't give one more promotions, a better response from NPCs, or other rewards for out-of-game considerations. This is especially true for any romantic attachments you may have, or make, within the game group. Reward players based on their contribution to the game itself and not on personal considerations. Don't let the most talented or talkative roleplayers monopolize your attention. Encouraged naturally shy players to take center stage, unless they really are happier in the shadows. Put the character in command of an away team, present a crisis that only he can solve, or have Q demand to talk to him. *Star Trek: Deep Space Nine* would have suffered if every episode focused solely on Sisko or O'Brien; don't make that mistake in your series.

HAVING FUN

If you do nothing else, make sure everyone enjoys themselves. Don't ask, "Is everyone having fun?"—use your eyes and find out for yourself! Is everybody sitting forward, talking animatedly, and paying attention to the story? Or are they lolling back in their chairs, raiding your comic book collection, and talking about game rules or the movie they saw last week? Stay excited and focused yourself; nothing bores players faster than a bored Narrator. Spend as little time as possible flipping through rulebooks. Speak clearly; avoid the deadly monotone. Vary your episodes: If you've run a lot of episodes set on the space station, set one on a ship or throughout the surrounding sector.

Attune your game to the interests of your players. Tailor episodes to their personal stories. Let players change characters if they want; a character is a personal expression, and forcing someone to play a character he's unhappy with will only spoil the mood that much faster.

When the players are having a high old time without your intervention, have the good sense to sit back and enjoy it. Don't interrupt. Some of the most entertaining byplay comes between players speaking to one another in character. Be proud when they take over the floor and run the game by themselves; it means you've done your job splendidly. Use the time given you by inter-Crew interaction scenes to think about what comes next, or just rest your poor, overtaxed brain for a spell.

GAUGE PLAYER REACTIONS

Guiding players is a matter of paying attention to how they react to situations in the game and adjusting your own narration style accordingly. Not all players are created equal. Part of the fun of roleplaying games is the concept of people with different skills and approaches working together to help solve problems and tell stories. Some players prefer to think through intellectual puzzles but freeze up in game combat. Others delight in negotiation and roleplaying but do not care about letting the story move forward. Still others prefer combat—smooth and intelligent in fistfights, phaser battles, or *bat'leth* duels—but are hopelessly out of their depth dickering with Ferengi or pulling strings at Starfleet.

Some gaming groups are happy with one style of play—everyone plays a phaser-toting security officer or skilled negotiator. As long as everyone has fun, the stories are told with minimal loss of interest, and nobody complains, then there's no need to change. Design your episodes and series around your players' strengths and be glad that everyone enjoys himself. On the other hand, you can adjust your players' (or group's) reactions relatively easily. If you notice a tendency for them to shoot their way out of trouble, pit them against Q, or set a scene at an embassy party where they cannot use phasers (even if they had them). If they are overly subtle, run a nice straightforward episode. If they dawdle or argue too much, run an action-heavy episode with a premium on rapid decision-making over introspection.

If things go wrong for them, especially after such a change-up session, players may ask you for a critique. Do not tell them right out; first ask them what they thought went wrong. If they can't answer, point them toward other, similar episodes they resolved successfully, and ask what went right in those. An occasional soft-pedaled reminder that not all problems can be solved with phasers or not all decisions require ten minutes of discussion can work, but avoid confrontation

and do not name names. Often, simply letting Starfleet's structure work for you can help improve play: put pressure on the highest-ranking character to make decisions, and have his superiors evaluate his performance in briefings. Players are more likely to accept and act on advice delivered in character that they might reject from the Narrator directly. Never use this method to humiliate a player.

Handling Problems

As much as possible, Narrators should concentrate on the episode to the exclusion of other matters. Having one player supply the gaming location, and another the snacks and sundries, while a third narrates is a good way to handle this. However, not all gaming groups are this cohesive. The last part of the Narrator's job somewhat resembles that of Counselor Ezri Dax on *Deep Space Nine*—she has to make sure everybody is ready and willing to make the game happen. This can involve providing advice to individual players, making sure nobody brings 20th-century personal issues with them to the 24th century, balancing the amount of action and attention each player receives, and keeping track of every player's attitude toward the game.

However, the Narrator should usually do all of this in the background. Players do not want a baby-sitter, they want a game. If the Narrator has to say something to a disruptive player, take him aside to talk; be calm, fair, and open to discussion. In the final analysis, though, it's the Narrator's job to make the game work, and sometimes a disruptive player has to be asked to leave.

When It All Goes Right

Such an option is a rarity, however, and most of the games you run will be fun and exciting—perhaps even inspiring. Roleplaying gives us a chance to experience the universe from a whole new point of view and take part in adventures otherwise unimaginable. The Narrator sits in the center of all this, sharing his view of *Star Trek* and enjoying his players' reactions and input.

Don't be surprised if players don't want the game to stop when you do, if they plan out grand designs for their characters to someday fulfill, or if they come to you with ideas for future episodes. All this shows that the game is working, that you have made the players think, and that all of you are having fun.

Building Your Series

All the episodes of your game together make up the series, or, as it is often called in other roleplaying games, the campaign. The series as a whole might have a single theme, or simply reinforce all of the traditional *Star Trek: Deep Space Nine* themes. The series, if it answers any question at all, might be said to answer the question, "And then what happened?"

However, many excellent series occur with no more purpose than everybody's enjoyment. An overarching theme is by no means a requirement for an entertaining *Star Trek: Deep Space Nine Role Playing Game* series.

Episodic Series

Episodic series are just those sorts of campaigns. Composed of simple collections of episodes, these series are unified by the characters, and perhaps by their station and a few recurring supporting cast members. Games centering on security and law enforcement make an excellent example: Every week introduces a new danger, crime, or criminal. Episodic series have the advantage of being almost impossible to script tightly. Players who strongly object to scripting (those who enjoy a lot of divergent and off-the-wall thinking during games, for instance) will enjoy this type of series. Of course, you should make an extra effort to bring the characters' base or any recurring NPCs to multidimensional life. Without a connecting theme or unified story, players will need something extra to hold on to give a sense of continuity to the series as a whole.

The Story Arc

A group of episodes that together create a unified story of their own is a story arc. Story arcs can explore one theme in detail, present a lengthy exploration of a given culture or setting, tell some important story about developments in the Federation or outside it, or simply involve the Crew in a continuing struggle against a particularly clever nemesis. The nemesis story arc is a particularly satisfying one, given the strong emphasis on character in the *Star Trek: Deep Space Nine Role Playing Game*.

By the end of his arc, the nemesis should be as realistic and as multidimensional as any player character; be sure to reveal that personality to the players. Part of the enjoyment players derive from the nemesis arc is getting to know the ins and outs of their villain, and ideally using his weaknesses or interests against him. Gul Dukat, for example, is just about as fleshed out as any member of the Deep Space 9 crew, and makes a fascinating adversary.

Story arcs can cover two episodes, thread through an entire series, or anything in between. Not all of the episodes in a story arc need to occur one after another. An unrelated episode in the middle can help relax the tension or simply provide a welcome change of pace. For example, questions of Sisko's role as Emissary have filled every season of *Deep Space Nine*, but not every episode. Elements of a story arc can begin as a casual mention in one scene of one episode, become a subplot two episodes later, be the main story of another episode, and then recur sporadically in successive episodes. Also, arcs can interweave. A given story arc can unfold over years if the Narrator is patient and the players stay in the series long enough.

The Narrator can simply plant story arcs in the midst of episodic campaigns. If the players follow up on the clues presented as subplots or casual mentions in another episode,

they won't object as much to following a prewritten story arc, since, after all, they chose it.

EPIC SERIES

An epic series is one in which every episode, or almost every episode, tells a connected story or draws on one main theme. Often, a given story arc can serve as an epic within a larger series frame. (For an example of this from the show, see the saga of the taking and retaking of the station, which, after the season five finale, went on to span the first six episodes of season six.)

The challenge of the epic approach lies in maintaining a consistent mood and building tension smoothly from session to session. Pitfalls include problems with player attendance—if you're telling one big story, you'd better hope that everybody with a crucially important character shows up every week, or your epic will be spoiled by the abrupt disappearance of central characters who ought to be involved in the action. An advantage of the epic approach is that players will gravitate toward it no matter what your plans are; unlike characters from a TV show, they tend to be anxious to resolve dangling plot threads, following up on developments from the previous week regardless of the new story you may have planned for them.

DEVELOPING YOUR SUPPORTING CAST

No matter what kind of series you design, you'll enjoy one of the major benefits of a *DS9*-style series: the ability to develop a cast of recurring supporting characters who gain considerable depth over time. You might create supporting players with the intention of making them fixtures at your Crew's home base, deliberately building into them hooks that will play out over time. Or you might find that NPCs created only to fulfill a role in a single story fascinate one or more of the players, taking on a life of their own as you find further uses for them from one session to the next. Embrace the characters' one-dimensionality, at least at first. Simple characters are easy to remember.

Once the simple characterization has taken root in player imaginations, add additional details as they reappear. You don't have to add a new detail every time; do so only when the NPC takes a major role in the story, or when it seems appropriate. If the recurring character appears only as a facilitator to provide a minor tidbit of information, don't slow down the plot to tell us about his third cousin's history as a ballet instructor. But when they take center stage, give yourself license to add depths, intensities, and even surprises to these people—remember that every NPC has emotions and interests all his, her, or its own. We discovered new facets of Sisko, Bashir, or Dax every few episodes of *Star Trek: Deep Space Nine*. Let your players likewise discover new sides of their acquaintances' personalities. This is especially true, of course, of fellow Crewmates. But it also adds a lot to the game to bring alien leaders, Romulan adversaries, or recurring visitors from the Gamma Quadrant to the same sort of life. Let your NPCs change or be unpredictable on occasion—let the Section 31 operative experience a sudden attack of scruples, or the local commercial titan lose money on a deal. Strike a balance between surprising the players and keeping the characterization consistent.

Keeping the Peace

"Spread out; he's got to be in here somewhere. Phasers on stun."

The dull lights of the RED ALERT beacons flashed on and off, alternately plunging the cargo bay into grey darkness and blood-red light. Security Chief Krtal and his men had followed the trail of Jem'Hadar blood into the bay. There were no other exits. They had him trapped , but wounded prey is always the most dangerous.

"Tricorders reading... nothing, sir," Ensign Pel said as he quickly glanced from the room to the tricorder and back again.

"He's shrouded," Krtal said. "Your tricorder's having trouble picking him up. We're going to have to do this the hard way. Computer, seal off Cargo Bay 13-Gamma and erect a Level 5 force field around the perimeter of the bay."

The bay doors shut with an ominous electronic clang; light flickered briefly around the room, and the scent of ozone briefly filled the air. "Cargo Bay 13-Gamma sealed," the computer stated.

"Garrett, Sovok, cover the coreward spinward quarter of the room," Krtal said. "R'nak and Billings, take...." Without warning, the air to Krtal's left shimmered and the Jem'Hadar appeared, his kar'takin already raised above his head as he ran in to deliver a killing blow. Krtal threw himself backward, narrowly avoiding the vicious attack; Pel wasn't so lucky. The weapon's blade caught him in the left shoulder and he went down with a scream in a shower of blue-green blood.

Phaser bolts filled the air, but the genetically-bred super-soldier wasn't standing still for Krtal's men; their shots went wide as he crouched down, then leaped onto a large crate, preparing to slash at R'nak's head.

From the ground, Krtal fired. The beam from his phaser caught the Jem'Hadar square in the back with enough energy to drop a charging rhino. He collapsed, his momentum carrying him to the ground on the other side of the crate. His kar'takin clanged loudly on the bay's floor.

Krtal got to his feet. "All right, that's the last of them. R'nak, Sovok, make sure he's out and take him to the brig. Maximum security precautions. Garrett, help Pel to the medical center. The rest of you go help the damage control teams."

An Uneasy Frontier

When you run a *Star Trek: Deep Space Nine Roleplaying Game* series, you become the producer and story editor. You run the show. The Alpha Quadrant is yours to play with. Make it yours. Change things. Develop the timeline. Look at how much changed over the seven-year run of the show. We've seen the

Federation and Klingons at war and at peace, the Romulans as enemies and allies, the Bajorans complacent and agitated, the Breen emerge as a major power—and the Deep Space 9 station itself bounce from controller to controller.

The one limitation you face is the expectations of your audience, the players. Just as the TV audience would have deserted the show if it had blatantly ignored the basic continuity and spirit of the *Star Trek* series and movies that went before it, your players expect a certain amount of fidelity to both the details and big picture of *Deep Space Nine*. Otherwise they wouldn't be volunteering to play this game; they'd choose another one instead. The *Star Trek* setting is clear and accessible, and easy to portray faithfully. Players get ideas for what their characters are like and how they should act, while the Narrator has an easy source of script ideas, NPCs, challenges, settings, and equipment. Additionally, strong themes make games more satisfying, and *Star Trek* is replete with these. Be they questions of desire and duty, responsibility, redemption, or what have you, *Star Trek: Deep Space Nine* has dealt with them and provides a strong model for Narrators hoping to do the same.

In the unlikely event that you want to run this game without having seen the show, check your TV listings and find some syndicated reruns to watch! Look to the television show for guidance. The setting maintains a consistent mood and set of assumptions which stay constant from episode to episode, something you should strive for in your game series. Furthermore, *Deep Space Nine* is the only *Star Trek* example of the sort of serial storytelling which characterizes most roleplaying game series—it shows you how to build long-term plots and storylines in ways which the original *Star Trek* series, *Star Trek: The Next Generation*, and *Star Trek: Voyager* generally do not. In short, the show should provide excellent inspiration for you, the Narrator, and enjoyable background material for your players.

Creating the Setting

As you consider starting a series, a big choice awaits you. Will you set your series on Deep Space 9 itself, another Deep Space station or starbase, or your own, self-created, base of operations for the player character Crew? Creating a base of your own means taking on even more duties as Narrator, but it also gives you the chance to define your own little corner of the *Star Trek* universe to suit the needs of your players. If your players consist primarily of Starfleet characters, you can create your own starbase, ground installation, listening post, or research facility, and let the characters deal with its unique difficulties and opportunities. If your characters are not Starfleet or UFP personnel, the sky's the limit for your series—a smuggler haven on a backwater world, a trading hub along the UFP frontier, a colony that serves as the epicenter of a political resistance movement. Whatever type of permanent setting you choose, you should detail it vividly enough for your players to imagine their characters in it. Once you've defined its details, you'll need to share them with the players in a way they can understand and absorb. The players must understand the basic realities of life there, from the amenities offered to the system of laws (or lack thereof) they must follow. In Goldilocks fashion, you must find a level of detail which is neither too detailed to relate to nor too sparsely described to imagine.

The Outpost

While starbases and other UFP outposts occupy the Federation's interior as well as its frontier, the frontier provides greater opportunity for adventure. Here on the rough-and-tumble outskirts of civilization, unknown dangers are immediate, while help lies many light-years away. Aliens interact with the Federation on a more regular basis. Distant from superior officers, corporate head offices, or government officials, characters must act on their own authority. It doesn't matter if they serve on a Deep Space station, an experimental starbase orbiting a planet teeming with ancient artifacts, an embassy in hostile space, or a hidden pirate haven—they're the ones making life and death decisions. When people or compatriots on the outpost encounter a problem, it's the players they come to for help and guidance.

First decide what ongoing dangers threaten the Crew's outpost. Does another species want its secrets for itself? Is it situated in between two hostile groups or warring factions? Is it conducting experiments which risk destroying the outpost itself? Is it located along a primary trade route? Does it lie within a sector containing a high degree of raider or resistance activity? Then conceptualize the physical form of the outpost. Is it huge, with nooks and crannies everywhere? Is it cramped, offering only limited technical and combat support to the Crew? Did the Federation build it, or, like Deep Space 9, did it originate as an outpost of an alien species? Is it underground, underwater, disguised as a "normal" business establishment? How sophisticated is it? (Obviously, UFP bases tend to be more advanced than the average trading center or smuggler hideout.) Finally, determine who, if anyone, shares the outpost with the Crew. Can the Crew draw on a large support staff as it faces its various challenges, or does it face them alone? Does the base house a civilian population, or do Starfleet or other "official" personnel run everything? Does it welcome a large transient population, with strangers always coming and going, or are new faces a cause for concern?

Strange (But Detailed) New Worlds

Since *Star Trek: Deep Space Nine Roleplaying Game* episodes center on a set location or region, and not a travelling starship, you'll get the chance to develop a single planet or region in depth. Often this will be a single world, although several worlds that interact regularly can form an intriguing setting, allowing the players to travel and spread their wings a bit. While much of the action on *DS9* occurs on and around Bajor, we also know quite a bit about Bajor Sector in general. Politics and religion, conspiracies and traditions, feuds and romances all have a place in such a contained setting. While starships exploring the galaxy rarely get much time to spend at any one place,

characters assigned to a starbase or other outpost find themselves learning the ins and outs of a frontier world and its environs. It's often best to begin with a single world and slowly move outward—eventually, you'll have a rich and engaging sector or region, along with an understanding of the complex relationships which connect its worlds and inhabitants.

Feel free to involve the Crew in this sort of development; after all, they're going to be spending a lot of time in the setting. The nature of the ongoing development depends on the overall role of the Crew. If, as in the *Deep Space Nine* series, they're mostly Starfleet personnel working with allies of the Federation, they will wield considerable power and influence in the region or on the central world. Local leaders may well seek to enlist them in their causes and schemes. Demagogues will use them as scapegoats. The oppressed might look to them for relief. While the Federation frowns on its personnel exerting too much control over alien worlds, it does expect them to act in the best interests of the Federation and always uphold both its reputation and its ideals.

Your Crew might not include Starfleet types at all. It may consist of mercenaries, freelance spies, merchants, smugglers, miners, or functionaries of another Alpha Quadrant empire. Still, we assume that they operate out of a common base or outpost, that the base plays an important strategic role in its sector of space, and that the people who solve its problems become influential participants in local affairs—whether they like it or not. Mold the planet or region around the needs of your series—a merchant series will concentrate on the excitement and intrigues of commerce and trade on the frontier, while a mercenary series will probably focus on a border region fraught with conflict of one sort or another.

Building the setting for a planet story is very much like building an NPC. In many episodes, the planet might well be the central element of the plot. While most planets don't really have goals or personalities, their cultures certainly do. For instance, Bajor's goals are tied up with those of its Prophets. Cardassia Prime, a resource-poor world, concerns itself with the long-term survival of its people and its empire.

Planets and regions of space also possess certain distinguishing qualities. Is a world rocky, lush, glacial, urban? Is its sky red, blue, or green? How many moons does it have? How many suns? Is a sector rich in planets or particular resources? Is its population heavy or sparse? Does it possess an unusual number of stellar anomalies? Once again, answering these questions can be the key to establishing the alienness and credibility of the setting in the minds of the players. Any planetary culture has a background, of course, just as groups of worlds establish intricate interrelationships over time. Often this explains the dilemma or sets up the conflict. Determining the relevant history of the planet's civilization plays a crucial part in determining the role of the setting in the story. Was the planet occupied by the Klingons before the Khitomer Accords? Was it neutral? Was the first Federation contact positive? Are outworlders a common site or a once-in-a-lifetime occurrence? Just as story influences planet and sector creation, setting creation can influence the story. Finally, keeping notes on a region and its important worlds is as important as filling out character sheets for the main NPCs.

It's even more important in the *Star Trek: Deep Space Nine Roleplaying Game* because the characters become more than transient visitors; they become integral facets of the setting in their own right, directly affecting its ongoing evolution and development. Refer to the "Planets and New Civilizations" section later in this chapter.

THESE ARE THE VOYAGES

While Crews in *Star Trek: Deep Space Nine Roleplaying Game* episodes do not call a starship home, they often have access to one or more ships and the adventures which accompany them. (Depending on the nature of your Crew, gaining access to a starship could be an adventure in itself.) Ships work well for introspective stories, as well as episodes involving contained action or tension. Characters having to uncover an alien organism in the tight confines of a small vessel can experience as much trouble as when they face another ship in direct combat.

Let story considerations dictate how much of any given space flight gets played out in real time. If there are interesting character developments or conflicts to pursue during the trip, by all means use the opportunities provided. Space flights coop characters up together, sometimes forcing them to deal with conflicts they'd otherwise handle by avoiding one another. However, if the trip itself is superfluous to the story, condense it into a single quick phrase ("You fly from Earth to Vulcan") and get on with the drama.

SUITE SENSATIONS

Holosuite stories can be about anything the Narrator (or the players) wish. Holosuite stories provide great opportunities to explore the characters' personalities. What programs do they enjoy? How do they react to a challenge when the stakes don't involve life and death or the survival of the Federation? Holosuite stories provide great opportunities to lighten up and let the characters run wild. Run games in any

genre from high fantasy to occult horror, and at the end the reassuring words "End program" let you know that everything is (mostly) back to normal. Just imagine how the characters will do fighting pirates or gangsters! It still helps to conceptualize some details for holosuite stories, though it's less crucial to get everything perfect than it is outside, or even elsewhere on a ship, station or outpost.

Be warned, though: Holosuite play can open up some mind-bending permutations of the roleplaying experience! For a detailed treatment of this topic, refer to *Holodeck Adventures* from Last Unicorn Games.

Bases of Operations

Star Trek: Deep Space Nine Role Playing Game episodes normally revolve around the Crew's outpost, no matter where adventure takes them. As we mentioned before, bases and outposts can represent almost anything on the frontier, from the smallest underground smuggler drop point to the largest Federation starbase. Starfleet starbases serve a number of different duties, from the most peaceful to the most violent. At their most basic they give Starfleet a place for starships to rendezvous. Other times starbases become the center of activity in the sector, coordinating people and ships going to battle, working furiously to keep the ships (and the base) operating, and frantically researching known opponents and unexpected threats.

Other types of outposts perform similar functions, depending on the region and its population. In the lawless outback, smugglers and pirates often live in the open, their hideouts serving as central meeting points, trading ports, and way stations for entire regions or sectors. In more civilized frontier areas, other bases can still offer a similar utility—everything from mining camps to terraforming stations to trading colonies and route beacons become important aspects of life and commerce on the frontier. Just because the characters aren't connected to a starbase doesn't mean their lives will be boring; in fact, in the border regions the opposite often holds true.

Outposts generally serve five main functions: rendezvous, protection, research, resource exploitation, and/or trade.

Rendezvous

One of Starfleet's primary motivations in establishing its series of starbases was to provide a safe harbor for its starships to meet each other, restock, refit, and engage in a little rest and relaxation. They still serve this purpose, and a starbase anywhere near regular flight routes sees a wide variety of species and ships coming and going. Similar non-UFP outposts can be found in many frontier regions, as well. While not as large or well-equipped as starbases, these outposts still serve as the primary trade, interaction, and rendezvous points in their particular regions. Such bases are occasionally maintained by individual worlds or government coalitions, but more often they are private mercantile enterprises, their origins and histories as varied and colorful as the stars themselves. Battle-scarred survivors from fights on a hostile frontier, research vessels loaded with the most modern equipment (and untested prototypes), explorers ready to go where no one has gone before, high-ranking officials on their way to sensitive diplomatic encounters—all these and more make their way through these bustling outposts.

On a base, a ship's crew members have access to more extensive medical facilities than they have on board ship, a wide range of hard-to-get supplies and equipment, and knowledgeable consultants. This helps ensure that such installations—whether administered by Starfleet or maintained by local individuals or authorities—remain the center of activity on the Federation's frontiers, and their inhabitants become involved with whatever events crop up in their sector of space. Spies, fights, native disputes, and more draw their attention.

Use this whirl of activity to propel and energize your stories. Spies, con artists, famous entertainers, scientists, diplomats, and others pass through the base, bringing with them all kinds of excitement—that is, problems for the Crew to solve. The many concurrent events characterizing life on a base or outpost provide a rich source of complications for your stories. Having to capture a Romulan spy at the same time a shipload of Tellarite zero-G athletes start tearing the place up gives the game an extra challenge.

Federation starbases in particular serve as hubs for the movement of people, information, and supplies. Crew replacements, new captains, and mission specialists all get picked up here. Starbase commanders must sometimes smooth over ill feelings between new officers and resentful crews freshly placed under their command. Reunions also occur at starbases, sometimes between long-separated friends—or enemies. Some of these reunions have destroyed bars, living quarters, and even the occasional runabout.

Refitting ships usually goes without incident, unless the ship gets fitted with experimental equipment or something similar. The starbase commander bears final responsibility for ensuring that such refitting goes smoothly, and having to debug a spastic holodeck can keep him in fits for days. The same is true for base provisions and supplies. Somebody has to keep tribbles out of the food stores.

Protection

Outposts of every size and stripe fulfill a wide variety of protective functions. Higher-ups expect their crews to act as warriors, police, peacemakers, rescuers, and more. Some of these functions are obvious—starbases, for example, have

strong weapons and defenses capable of standing up to almost any ship in a fight. Others remain more subtle—maintaining a force to deter outside meddling, monitoring possible dangers or local hazards, or enforcing unusual policies such as the unspoken "safe haven" directive present on many criminal outposts. The nature of a particular outpost or base dictates the protective functions it provides.

Conflict

Like the castles of old, many frontier outposts quickly become the defensive centers of an area, no matter their intended purpose. In times of war, they stand guard over their inhabitants and citizens (or the inhabitants of their entire region), local installations, and regional allies. Federation starbases bear responsibility for any UFP citizens within their zones of protection. Attackers must battle past a base and its defenses before reaching the vulnerable property (and people) they guard. Such crises confront Crews with some of the deadliest challenges they will face in a *Star Trek: Deep Space Nine Roleplaying Game* series.

Possible springboards for story challenges range from scouting a region to protecting a fleet to fending off raiders (or, in some series, to actually leading such assaults). In such instances, the Crew must serve a number of roles aside from their standard duties. As an example, a Federation starbase's captain often finds himself coordinating with other Starfleet officers to prepare battle strategies and arrange defenses. Engineers have to charge into the heat of battle to repair major damage and ensure that the base's equipment remains in optimal working order. Not one of these missions in and of itself makes up a compelling adventure, but add a complication or three, and you're off to the races.

Continuing the example, starbases not only end conflicts, they also prevent them from happening in the first place. Their size and armament deter many aggressors, and their personnel train extensively in conflict avoidance. Starfleet always prefers officers capable of preventing fights from starting over those capable of bringing conflicts to resolution.

Protecting the Peace

On Federation starbases, Starfleet standing orders require base officers to prevent crises and neutralize troublemakers. Starbases often serve as the chief law enforcement agency in their areas, and Crews should expect all kinds of pleas for assistance. Many involve Federation citizens who may have run afoul of Federation or alien laws. In such cases, Starfleet expects its personnel to uphold all laws as best they can, but does not necessarily turn citizens over for alien justice. Instead the Crew may well find itself having to try citizens under Federation laws while aliens scream for blood.

The Crew may also get calls for aid from noncitizens who have broken some law, either Federation or alien. In these cases Starfleet gives its personnel a great deal of latitude in handling the matter, though it expects them to work both for justice and the Federation's best interests. Thus if an alien stole Romulan *Tal Shiar* secrets and came to the starbase for protection, the Crew must weigh Federation relations with the Romulans against the value of such information to Starfleet Intelligence. While the Federation's abandonment of a money-oriented economy eliminated the need to commit many traditional crimes within its territory, latinum still speaks to the greed of many frontier characters. Consequently, plain, old-fashioned crimes of avarice continue to thrive in and around most non-Starfleet frontier outposts. Crimes of ambition and passion, though rarer than in the wild and woolly past, continue everywhere. Obviously, certain types of bases (those which sanction extralegal operations and commerce, for example) remain rife with this sort of activity. But that's what makes life on the frontier interesting, isn't it?

Search and Rescue

Search and rescue operations are normally the purview of organized or government-sponsored bases (although private or criminal frontier outposts are not above charging for such services). Federation starbases serve as fire departments, ambulance services, and coast guards in their locales, for example. They get the first call in emergencies; no similar facilities enjoy their ready access to vessels and rescue equipment. They keep crews on constant call for rescue operations. Earth's law of the sea still applies: The nearest ships must respond to a vessel in distress. Even if the Federation were at war with the Dominion, Starfleet would expect its vessels to come to the aid of a Dominion ship in trouble (as long as the ship was not a threat). This can lead to tense interpersonal dramas as well as high action. Having to pilot a damaged Jem'Hadar vessel through a dense asteroid belt while preventing its crew from attacking the PCs, and Starfleet ships from attacking the ship, should keep the players busy for at least a little while.

A few complications can also turn routine repair or medical missions into dangerous adventures. Since the starbase is the first stop in the medical and repair chain, it gets first glance at unknown problems—some of which transfer themselves to the base. When metal-eating bacteria get loose on the station, characters will find themselves having to deal with unsafe structures as well as angry residents.

Research

Outposts often find themselves involved in cutting-edge research for a variety of reasons. Federation starbases positioned near spatial anomalies, corporate research stations orbiting mineral-rich planetoids, and many similar installations seem to dot every UFP frontier. Starfleet frequently designs starbases for just this purpose, putting them in locations where they can regularly observe unexplained phenomena or have access to rare resources. Starbase crew members with unique interests and qualifications frequently pursue research experiments, either as an adjunct to their official duties or on their own time.

Regardless of the type of station or outpost, Crew members may find themselves hunting down rare components in dangerous environments, preventing lab accidents from

spreading through an entire base, or defending scientific breakthroughs from anyone who might try to steal them. Visiting scientists also provide opportunities for adventure, bringing with them untested prototypes, dangerous chemicals, and loose scientific ethics. Problems may arise when outposts become unwilling subjects of unapproved experimentation.

Don't worry too much about the science behind such experiments. In *Star Trek*, futuristic science serves the needs of the story, not the other way around. To grumble about this is to miss the spirit of the show. Encourage characters to conduct experiments, offering Renown or other rewards for important discoveries. This gives you all kinds of chances to make things go haywire. Just remember that research has good and bad sides. If every experiment causes holosuite characters to try to take over the base, characters will stop experimenting—unless the experiment eventually leads to the Crew receiving a commendation and some fame. Keep reminding your players that for every disastrous experiment interesting enough to be featured in the course of a story, hundreds of uneventful ones go off without a hitch between adventures. A series doesn't depict the entire lives of the characters—it focuses only on the slices of their lives reverberating with danger, conflict, and consequence.

RESOURCE EXPLOITATION

Complementing both research and trade, many outposts exist specifically to exploit the resources present in a particular region of space. Inhabitants of the frontier rarely take things for granted, and replicator technology often becomes more scarce the farther one travels from the Federation core worlds. Foodstuffs, minerals, fuels, and other raw materials can be quite valuable on the fringes of "civilized" space. Many outposts—from vast agricultural colony worlds to orbital refinery platforms to secret corporate research arcologies—are constructed to harvest a world or system's unique resource wealth.

TRADE

While the Federation no longer relies on currency within its borders, it still uses the stuff, usually in the form of credits. After all, the Federation does not produce everything—alien species offer new resources, products and *objets d'art*. Starbases and other outposts serve as the agorae for innumerable species, giving them a place to wheel and deal in a relaxed environment. Traders meet, make their deals, and take their goods to their final destinations. Shadier markets and backwater bazaars can be found throughout the frontier, as well. If a product exists, a savvy trader can probably find a market for it; it simply depends on how much he's willing to risk and what type of company he can stand to keep.

While Starfleet rarely engages in such commerce itself, a starbase's crewmen often find themselves in the difficult position of trying to regulate all manner of trade on their station. Con men and hucksters mix with legitimate traders, hoping their past crimes will not catch up with them before they get the chance to perpetrate new ones. Additionally, even the best-intentioned merchants occasionally find themselves running afoul of their customers, especially when they trade in new or alien items. Merchants do not like it any more than starbase captains do when live merchandise escapes and runs amok, or a new energy generator threatens the base's life support.

CRIME

Since starbases are often free of many of the rules and regulations governing planetary trade, businessmen who live on the edges of the law find them optimal places to make deals. Contraband, stolen items, weapons, and worse manage to find their way to space stations, and crews can find themselves trying to determine rightful owners, confiscate dangerous goods, or purge the station of an annoyance. Having to do this while Federation admirals are arriving for a meeting can provide no end of difficulties. Of course, at least some law exists on Federation stations, which is more than can be said about the majority of the seedier outposts and way stations along the frontier.

CREATING THE OUTPOST

Outposts come in every shape and size on the frontier, their forms limited only by your imagination and by the demands of your series. Once you have a general idea of the type of outpost you want, it's time to flesh it out in a bit more detail. The following template provides the Narrator with a basic structure for outlining outposts and bases. Use it for your Crew's outpost, or for any bases important to an episode or series.

Of course, if your outpost is actually a starbase or space station, use the station guidelines in the "Stations and Starships" chapter to develop its basic statistics. Several entries (such as Size and Defense) in the template below will already be answered in the Station template, but others (such as Commerce and Port Facilities) may still prove useful. Fill in any necessary entries in the Outpost Template and combine the two to get a complete picture of the base.

The Commerce and Port Facilities entries carry descriptions indicating the levels at which each are present on an outpost. These one-word descriptions reflect the difficulty of finding a specific product, participating in illegal activities, or locating needed repair materials or ship maintenance facilities. Refer to the Commerce and Port Facilities table for the average difficulties at each level. For example, attempting a certain product on an outpost with a Commerce level of Standard would carry a base Difficulty of 7. Trying to find vessel maintenance facilities on a base with Minimal Port Facilities would be Challenging (Difficulty 10). Obviously, other modifiers apply, including the skills being used in the attempt. It would be more difficult to find Starfleet parts on a Cardassian outpost than on a Federation station, for instance. In all cases, don't call for a test if the situation would be better resolved through roleplaying.

THE OUTPOST TEMPLATE

Name

Name the outpost here. Choose something catchy or interesting, a name the players are bound to remember. Bridgetown and Gateway are examples. Some bases may have an "official" name and a colloquial name. For example, Deep Space Nine is sometimes still referred to as Terok Nor.

Location

Where is the outpost located? Give a general description of the outpost's location in relation to a known system or power (*e.g.* near the Klingon frontier, on the rimward edge of Federation space).

Form

What form does the outpost take? Is it a space station or orbital platform, an underground or hidden installation? Describe the basic structure of the outpost here (*e.g.*, an abandoned mining complex, built into the side of a large asteroid).

Type

What type of outpost is it? Is it a research station? An interstellar bazaar? Taking its Purpose into account, describe the type of installation. Refer to the Outpost Types table for some general suggestions; feel free to combine these suggestions or make up your own. (*e.g.*, a coporate-sponsored black market, or a hidden sacred site administered and "owned" by criminals).

Purpose

While many bases provide a wide variety of services, most also serve a primary function. List that purpose here, choosing one of the five main functions described earlier in this chapter—rendezvous, protection, research, resource exploitation, or trade. Combine them, if appropriate (*e.g.*, a Federation starbase might be Protection/Research or Protection/Trade, while a bustling mining colony could be Resource Exploitation/Trade).

Outpost Types

Aside from the common types of base found throughout the quadrant (*i.e.*, UFP starbases, listening arrays, way stations), countless other types of outpost exist along the frontiers. These examples barely scratch the surface.

- Black Market/Criminal Hub
- Colonial Installation
- Communications Relay Station
- Corporate Installation
- Embassy/Diplomatic Mission
- Espionage Installation
- Government/Military Base (*i.e.*, UFP starbase)
- Listening/Monitoring Post
- Mercenary Base/Camp
- Patrol Base
- Pirate Haven
- Refugee Camp
- Religious Site/Pilgrimage Destination
- Research Station/Scientific Installation
- Smuggler Enclave
- Survey Station
- Trading Hub/Market Station

Size

How large is the installation? Use the general size scale for space stations as a reference (pg. 203), using the cubic feet ranges as guidelines. Think about the Form an outpost takes when determining its Size.

Population

How many inhabitants call the outpost home, and how many are normally passing through at any given time? Population doesn't always reflect an outpost's size. A small band of smugglers could use a vast, ancient temple complex as a base, while a small, sealed arcology could house a dying world's entire population. List a population as four numbers separated by a slash, similar the same entry for a station: crew/inhabitants/transients/capacity.

Tech Level

What is the average technology level of the outpost? While most bases will be Level 6, some backwater or colony outposts might only have access to more primitive technology.

Defense

Describe any offensive or defensive systems present at the outpost. Defense includes three subcategories: *Armament*, *Shields*, and *Ships*. This is the place to note any ground-based phaser batteries or additional support vessels. You don't have to go into serious detail here—for Armament, make a few notes about the outpost's weaponry; for Shields, indicate overall shield strength. Ships indicate any vessels permanently assigned to the outpost.

Administration

Describe the political pecking order or governmental structure, if any exists. On smaller outposts, this will often relate to a

controlling organization or individual. On larger bases or "official" stations, such structure can depend on a sponsoring government or military chain of command. Use the Government Types table (found under "The Planetary Template," later in this chapter) as a basis. Even small organizations or corporate structures can be described by these basic types.

Security

What sort of regulations and/or legal constraints exist on the outpost? While Starfleet installations are heavily regulated, a frontier smuggler or mercenary base might have no regulations at all. This entry corresponds to the same ratings used in the Station template (pg. 205). Use this value resolving possibly illegal actions or when answering security questions.

Commerce

Describe the general level of trade and commerce that occurs at the outpost, given as a rating from 1 to 5. Refer to the accompanying table for suggested base difficulties for each level. Use these when trying to find a particular good or service.

Port Facilities

Describe the port and vessel servicing facilities available at the outpost. Port Facilities are also given a rating from 1 to 5. Refer to the accompanying table for suggested base difficulties. Use these when attempting to find spare parts or fuel, or when trying to locate maintenance facilities.

Noted Organizations and Inhabitants

Describe any important organizations or individuals here. Examples would include administrators, frequent visitors, security forces, prominent or powerful groups, etc. Make sure to mention any characters or organizations that play significant roles in the current series.

Description

Provide a more complete description of the outpost here, including any details important to the players or the series. Anything is appropriate: history, recent events, current political, commercial, or criminal activities, etc. Use your imagination and complete the picture you've already outlined.

Commerce and Port Facilities

Level	Commerce	Port Facilities
1	Almost None (15)	Almost None (15)
2	Minimal (10)	Minimal (10)
3	Standard (7)	Standard (7)
4	High (4)	Extensive (4)
5	Pervasive (2)	Dry-dock (2)

The numbers in parentheses reflect average difficulties for attempting to locate goods or services (Commerce), or repair or maintenance facilities (Port Facilities).

Planets and New Civilizations

While the *Star Trek: Deep Space Nine RPG* concentrates on specific regions of space and the often epic stories that unfold in such richly detailed settings, Narrators still require a convenient "shorthand" to describe the worlds (and their inhabitants) their players visit. Enter the System and Planetary Templates, simple formats used to present relevant star system and world information.

Interested Narrators should note that this material appears in greater depth in *DS9's* sister RPGs—*Star Trek: The Next Generation* and *Star Trek: The Original Series*—but we provide enough information here to create any world your imagination can conceive. For Narrators interested in large amounts of detail when creating planets and star systems, check out the *To Boldly Go* supplement for the *Star Trek: The Next Generation* game line.

Stars and Star Systems

In the 24th century, inhabitants on countless worlds can gaze into the sky and know, without any trace of doubt, that innumerable billions of sentient lifeforms live, dream, work, and explore among those same stars. Pinpoints of life in an otherwise empty galaxy, stars and their planets host the lifeblood of the universe—intelligent beings of every conceivable form and motivation. After all, most events of any interest occur in or near inhabited star systems.

About a third of all star systems contain two or more stars; four stars in a single system appears to be the upper limit, although anomalies do occur now and then. Binary systems have two stars; trinary systems have three. Life can exist in multiple systems as long as the stars are close enough together that a planet can orbit both, or far enough apart that a world can circle one in a stable orbit.

Stars in multiple-star systems usually carry the same name, with individual stars denoted by letters—Alpha Centauri A is the brightest of the three stars in the Alpha Centauri system, while the next brightest is Alpha Centauri B. Stars in a multiple system do not have to be the same type—often a dim type M star circles one of its brighter siblings. Occasionally one member of a multiple system is a stellar remnant—a white dwarf, neutron star, or

black hole. Such systems rarely contain habitable worlds, but a sufficiently exotic anomaly might warrant an artificial station of some kind.

The System Template

Star systems are described using a standard template that presents all of the basic information that you need. Since scientific accuracy takes a back seat to storytelling, the template data includes only the information relevant for game play.

System Name

Many star systems possess two names—one assigned by UFP scientists and one used by the native sentient inhabitants. Federation nomenclature uses a standard system based on constellations, with individual stars denoted by Greek letters. Thus, Alpha Centauri is the brightest star from Earth in the constellation Centaurus. The system works pretty well for Earth's local group, but elsewhere star names become a morass of catalog numbers, local names, or alien classifications.

Affiliation

Affiliation denotes a system's political allegiance, if any. Systems can be described as UFP members (like Sol), friendly (but not a UFP member), neutral, hostile, or unclaimed. Planets carrying multiple affiliations in a single star system are rare, although such instances sometimes occur along the frontier. Disputed systems can also exist in hostile or neutral territories; if a system is disputed, that fact should be noted here. Otherwise, simply note its allegiance.

System Type

List the number and types of stars in the system. The Sol system provides a simple example—a solitary G2 V star. Refer to the Stellar Classification table (page 180) for additional information.

Inhabited Planets

For game purposes, this often becomes the most important part of the template. List all of the important worlds in the system, along with their planetary classes. Mention any inhabited moons, planetoids, or other planetary phenomena. Important worlds should get their own Planetary Templates (see below).

Other Planets

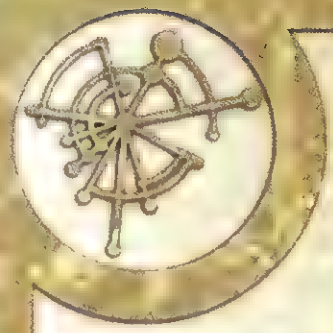
Mention any uninhabited worlds here. Unless they are notable for some reason, these other worlds rarely need much definition.

Other Stellar Objects

This entry covers any other remarkable natural objects in the system, such as comets, asteroids, and radiation belts. Unusual phenomena like dimensional rifts, time warps, wormholes, nebulae, or shattered worlds also belongs here.

Artificial Objects

Sometimes the most important thing in a system isn't a planet at all. A system's location can make it an important trading hub or a crucial strategic outpost; habitable planets aren't always available, however. In such cases, artificial structures often provide the solution. List any space stations, bases, or other outposts here. Alien objects like Dyson spheres or Niven rings also belong here.



Sample Outpost: Gateway

Name: Gateway

Location: Rimward edge of the Draconis Outback, on the UFP frontier

Form: An old orbital salvage station forms the nucleus of a radial patchwork of permanently docked vessels and add-on construction, all connected by an intricate network of access tubes and walkways.

Type: Trading Hub/Black Market

Purpose: Trade

Size: 4

Population: Inapplicable/1,200/6,000/11,000

Tech Level: Six

Defense: Light (including three outdated patrol cutters)

Administration: Plutocracy (Gateway is administered/owned by members of the Draconis Consortium, a loose organization of traders and freebooters)

Security: 1 (the Consortium maintains a small security force)

Commerce: 5 (Gateway is a bustling trade hub)

Port Facilities: Standard (including bonding warehouses and storage, and permanent merchant berths)

Noted Organizations and Inhabitants: the Draconis Consortium, the Lance (a mercenary company based on the outpost); Hurdrik Rin (merchant leader of the Consortium)

Description: Gateway represents a fairly typical independent trading center on the frontier. Its rag-tag collection of airlocks welcomes merchants and travelers of every stripe, and its shadowy reputation attracts smugglers and criminals to its open markets. The Draconis Consortium, maintains a firm hold on the establishment and acts as the *de facto* government, although several smaller groups and frontier mercenary concerns (including the Lance, a large group of roustabouts and former military personnel) call Gateway home. The installation serves as an ideal staging area for operations deeper in the Outback.

Stellar Classification

Stars are classified in three categories—spectral class, brightness, and size. Any star other than Type O may possess planets, although dwarfs rarely have Class M planets.

Spectral Class

Type O: Blue stars. Type O stars burn quickly and die in only a few million years. Normally found only in spiral arms or the galactic core, they exist only as supergiants or dwarfs.

Type B: Blue-white stars. Even small Type B stars mass ten times the mass of Sol. Examples include Spica and Rigel.

Type A: White stars. Some Type A stars possess metal-rich gas envelopes, and their planets are often richer in minerals. Examples include Vega, Deneb, and Altair.

Type F: Yellow-white stars. Even Type F dwarfs mass two times Sol. Examples include Canopus and Procyon.

Type G: Yellow stars. Type G stars emit a balance of energy and radiation ideal for human-like life. Examples include Sol, Alpha Centauri A, and Tau Ceti.

Type K: Orange stars. With a lower radiation output than Type G stars, humans require less protection in Class K systems. Examples include Arcturus, Aldebaran, and Epsilon Eridani.

Type M: Red stars. Representing over two thirds of all known stars, red stars burn very slowly. Examples include Antares and Betelgeuse (supergiants), as well as Barnard's Star and Wolf 359 (dwarfs, the most common Type M star).

Type D: White dwarf. These stars have no interior luminosity at all, but still possess a glowing hydrogen atmosphere.

Brightness

Relative brightness runs from 9 (dimmest) to 0 (brightest). Bluer stars generally burn hotter and brighter than redder stars, but nature sometimes breaks this rule.

Size

Ia	Large Supergiant
Ib	Supergiant
II	Large Giant
III	Giant
IV	Subgiant
V	Dwarf or Main Sequence
VI	Subdwarf

Example: Sol is a Type G2 V star—a yellow, bright, normal (dwarf or main sequence) star. Vulcan orbits a Type M0 III star—a red, very bright, giant star.

System in a Sentence (SIS)

This one-sentence summary of the whole system focuses on the system's primary role or most important aspect—pick the element the characters are most likely to remember after their visit.

PLANETS

Most sentient species in the galaxy evolved on planets, and thus unexplored worlds normally become the first choice for explorers seeking new life and new civilizations. Without including all the moons, asteroids, and other planet-like matter, there are still nearly a trillion worlds in the galaxy. That's a lot of territory to cover, so it's no wonder that only the smallest fraction of these worlds have even been identified.

The Planetary Template

For convenience, stellar explorers use a planetary classification system similar to the one used for star systems. Narrators will probably wish to detail any worlds that play important roles in an episode.

Planet Name

Planets are often referred to by their parent star's name, with a numerical suffix describing the world's orbital position from the star. Thus, Earth becomes Sol III. Native inhabitants obviously use their own names for worlds.

Class

Most habitable worlds are Class M or occasionally Class H. Humans and other species have colonized a few Class L planets, but such colonies exist in sealed environments. Class K or F worlds may be home to alien species based on silicon or metals. Refer to the Planetary Classification table (page 181) for more information.

System Data

Mention any moons, rings, or other unusual planetary phenomena; if the "planet" is actually an inhabited moon of a larger world, mention that here, as well. Most moons are little more than large asteroids, but moons up to half the size of the parent world are possible. Natural habitable moons are rare, and usually result from terraforming. A few binary planets do exist, with two planetary bodies of roughly the same size orbiting one another.

Gravity

A world's size and density determine its gravity. Since gravity indicates how well a planet maintains its atmosphere and hydrosphere, most Class M worlds possess gravities between .75 and 2 times Earth-normal gravity (1 G). Higher-gravity worlds usually contain more metals in their core.

Year and Day

Rather than mire your game in scientific minutiae, simply pick a convenient length for a planet's year. List the length of the year in standard (Earth) days, with the length of the local day in standard hours after a slash. Worlds orbiting bright stars tend to be father away from their stars, and thus have longer years than planets orbiting dim stars. Very long or very short days often result from unique conditions. Long days normally create extreme swings in temperature from day to night.

Atmosphere

Class M planets possess oxygen-nitrogen atmospheres, although some worlds may include significant amounts of other gases. The proportion of oxygen to other gases depends on the world's atmospheric pressure. Earth, for example, has 20 percent oxygen at one standard atmosphere. A thinner atmosphere must have proportionately more oxygen to prevent Humans from gasping for breath; a thicker atmosphere should have proportionately less oxygen to avoid hyperoxygenation. On some marginal worlds the air pressure dictates settlement patterns—dense atmospheres create settlements at high altitude, in mountainous regions, or on high plateaus, while thin atmospheres create settlements in low-lying or seaside regions.

Hydrosphere

List the planetary surface area covered by water, as a percentage. All life-bearing planets possess some liquid water. At least one quarter of a world's surface normally needs to be covered by ocean to support life. In general, smaller planets tend to be drier than large worlds.

Climate

A world's climate springs from two factors—a planet's hydrosphere and the energy it receives from its star. While this serves as a general gauge, climate still varies widely on a single world depending on your location. All Class M worlds have an average temperature, in the middle latitudes, between 10° and 60° Centigrade, with the typical planet falling at about 30°. Tropical regions remain warmer while polar areas stay colder.

A world's temperature coupled with its surface water gives the Narrator a good idea of prevailing conditions on the planet. A cold, wet planet will have icy seas, vast glaciers and icefalls, and broad expanses of tundra. Cold, dry worlds possess frozen steppes and taiga, cold deserts, and barren, windswept plains. Warm, wet worlds have extensive jungles, rain forests, and swamps, while warm, dry planets possess endless desert regions.

Sapient Species

List any sentient species present on the world. Start with species for whom the world is "home" and progress through other resident species in order of population. For example, a former Human colony world ceded to the Cardassian Union might have a population of Humans (7 million), Cardassians (1 million).

Technology Classification

List the world's technology level; if possible, provide a few examples of current achievements, or list a corresponding Earth year to illustrate a benchmark for the planet's development. List any significant variations (*e.g.*, a single civilized haven on an otherwise primitive world). The Technology Classification table (page 182) lists the various tech levels and what they mean.

Government

Provide a simple description of the world's government and/or political structure. If no centralized government exists, mention several of the most powerful states. Refer to the Government Types table (page 183) for more information.

Culture

Most worlds display a staggering variety of cultural and social variations. For this entry, a shorthand benchmark is fine—describe the overall "philosophical orientation" of the planet. Worlds whose cultures generally lean toward conquest will approach interstellar relations from a different perspective than those who value spiritualism or honor above all else. For example, Cardassia Prime might be described as "a harsh, militaristic, and resource-poor culture bent on conquest in an ultimate search for species security."

Affiliation

This entry describes a planet's allegiance, similar to the same entry in the star system template. If you like, you can go into a bit more detail here. For example, a Cardassian colony world and a Cardassian client state would both be affiliated with the Cardassian Union; however, the populations of both worlds might view this affiliation very differently. Think about why an affiliation exists and how a population would respond to those reasons.

Planetary Classification

Class D: Small, rocky planetoids with no appreciable atmosphere and low gravity.

Class F: Devoid of atmosphere and water, these worlds are larger and possess different internal structures than Class D worlds. Mercury is an example.

Class G: Composed of rock and ice, these low-gravity worlds possess atmospheres of methane and carbon dioxide. Liquid water oceans may be present under kilometers of ice. Saturn's moon Titan is an example.

Class H: Small, very dry worlds with little atmospheric oxygen. some Class H planets are marginally habitable. Mars was a Class H world prior to its terraforming.

Class J: Jovian gas giants like Jupiter, these huge worlds have masses hundreds of times greater than Earth. These planets possess crushingly high gravities and turbulent atmospheres of hydrogen and helium. Life exists in the upper atmospheres of certain Class J worlds.

Class K: These worlds possess Earth-like gravity but do not have breathable atmospheres or liquid water. Venus is an example.

Class L: Common throughout the galaxy, these worlds possess oxygen-argon atmospheres and liquid water. Although most support only plant life, humans can live comfortably on them.

Class M: Possessing liquid water, oxygen-nitrogen atmospheres, and often abundant life, Class M worlds are the garden spots of the galaxy. Most have close to Earth-normal gravity. Earth, Vulcan, and Cardassia Prime are examples.

Technology Classification

Level One: Muscle power only: no domesticated animals or agriculture. Tools of bone, stone, or wood. (Neolithic and earlier cultures on Earth)

Level Two: Muscle and animal power: domesticated animals and agriculture. Pottery, bronze and iron tools, and weaving. Writing and mathematics possible. (regions of Earth from 5000 B.C. to 100 A.D.)

Level Three: Water and wind power: sailing ships, mills. Gunpowder and printing. Large empires possible. (Earth cultures from 100 A.D. to 1750)

Level Four: Steam power, internal combustion, and electricity. Powered machinery replaces muscle power. Telegraph, radio, aluminum, synthetic materials. (Earth from 1750 to 1950)

Level Five: Atomic and solar power. Advanced alloys and composites, computers, nuclear weapons, and early spaceflight (chemical and ion drives). (Earth from 1950 to 2050)

Level Six: Antimatter power. Force fields and gravitic technologies replace many machines. Energy weapons. Subspace radio, warp drive, and transporters make interstellar communication and travel possible. (UFP and major starfaring powers)

Level Seven: Matter-energy transmutation. Although nearly anything is possible, physical devices are required to do so. (the Traveler, builders of the Bajoran wormhole)

Level Eight: Total conversion. The physical universe can be manipulated by thought alone. Godlike power. (the Q)

Resources

Most worlds possess the resources to fulfill the basic needs of their populations. This doesn't mean, however, that they can always fulfill the basic wants of their people. Many planets host resources or produce luxury items that are in demand in off-world markets. List important industrial resources (such as dilithium or duranium) or luxury commodities (like jevonite stones or Horga'hn statuettes). If a world lacks or has limited supplies of a vital resource, mention that here, as well.

Places of Note

This entry should include two types of listing—first, places of galactic or historical significance (great cities, famous archaeological sites); second, places important to the episode or series at hand. If your episode includes a crucial scene in a Maquis encampment on your world, make sure you mention the camp here.

Ship Facilities

While the advent of the transporter has made ground-based spaceports largely a thing of the past in the core worlds, life on the frontier rarely keeps pace with the times. Depending on the technology available, all manner of ship facilities can be found in frontier systems, from backwater old-style starports to state-of-the-art orbital repair and docking facilities along major trade routes. Note a planet's facilities here, remembering that even technologically advanced systems still require baseline orbital or space-based ports for routine maintenance and refueling operations.

Other Details

Provide a brief general description of the world. Also note anything else of interest about the planet, especially anything that bears on the current episode or series.

Common Star Trek: Deep Space Nine Themes

A number of themes run through the *Deep Space Nine* television show, and these themes can help Narrators create compelling episodes which evoke the atmosphere of the show. Don't worry about directly hitting one of these themes every time out; you don't want to be heavy-handed or obvious about them. If you use the material in this book and try to remain faithful to the setting, you'll probably find you're introducing these themes without even thinking about them. Even so, the themes of *Deep Space Nine* provide another excellent starting point when you set about generating the challenges that fuel your episodes.

Actions and Responsibilities

Deep Space Nine repeatedly deals with the issue of taking responsibility for one's actions, be they good or bad. Every act brings consequences; Crew members who fail to understand this at the outset of the series face a rude awakening. If someone runs during a phaser fight or fails to report a crime that leads to someone's death, then that person must bear responsibility for the results of his inaction. Thus, when Quark claims to have killed a Klingon, he has to stand up to Klingon traditions (and warriors); when Sisko sets up a chain of events designed to bring the Romulans into the Dominion War on the side of the Federation, he has to face the demands of his own conscience. By the same token, your Crew might find itself able to resolve an engineering

problem through the temporary step of "borrowing" equipment from a visiting starship (without that ship's knowledge), but when that ship finds itself unable to fend off raiders, the Crew has to fly into the heat of battle to rescue it.

On the other hand, a world of personal responsibility gives characters the chance to redeem themselves. If their actions have hurt someone, or somehow caused hardship or misery, they should find a way to make things right again. Additionally, you should put them in the position where they can do so. If their space battle against the Cardassians killed a number of Bajorans in the Cardassian ship's brig (even though the characters didn't know they were there), the Crew should be given the chance to help the Bajorans' families or community.

DEFENDING THE GOOD

One of the purposes of many starbases and outposts is defending and upholding the good. That good can be as narrow as the personal safety or integrity of one crewman or the existence of the station. On the other end of the scale, it can encompass the security of the Federation, the integrity of the timestream, or the very existence of life itself. Note especially that Starfleet characters consider all of these things worth defending with every resource at their disposal, and are always willing to sacrifice themselves so that good (even in an "antiheroic" sense) may prevail. The universe is full of dangers, and only Starfleet can protect our corner of it.

Although this game focuses on non-Starfleet player characters, it does not encourage unsympathetic ones. Can you imagine a *Star Trek* TV series in which all of the leads are scheming low-lives driven only by their own self interests? Audiences want bad things to happen to bad characters. If a player portrays his character as beyond redemption, he's really taking on a character who'd be a recurring villain, not a lead, in a TV series based on your series. As such, you can guiltlessly see to it that he eventually faces the consequences of his reprehensible behavior, dispatching him to a fate similar to that suffered by almost all of the recurring villains by the end of the *Deep Space Nine* series. As the player creates his replacement character, he ought to see the benefits of giving that character redeeming qualities, so that you and the other players want to see him succeed.

While playing an outright villain runs against the grain of the *Star Trek* milieu, *Deep Space Nine* in particular has explored many gray areas left untouched by the other series. The idea of the antihero has its place in the *Deep Space Nine* universe, if such a character is portrayed well. A sympathetic freedom fighter or a pirate on a personal mission of redemption can add depth to an already rich setting; such "honorable thieves" are often more complex—and more morally upright—than their more conventional counterparts.

MORAL DILEMMAS

Many episodes center on moral dilemmas; the theme involves determining the nature of the good to protect, how far to go in protecting it, and similar issues. Is it worth sacrificing Romulan lives to convince them to join the war against the Dominion? Would saving the Federation (or the entire Alpha Quadrant) justify genocide? The decisions the characters make in these episodes establish them as morally independent beings, bringing them to life in a way that any number of phaser battles couldn't accomplish. The Narrator should always remember to balance the moral dilemma with attention to the axiom of cinematic morality: The impossible choice rarely exists in *Star Trek*.

FREE WILL

In keeping with that spirit, the theme of free will remains a powerful one in *Star Trek: Deep Space Nine*. Omnipotent beings, from wormhole aliens to Pah-wraiths, repeatedly interfere with Humans to test their

Government Types

The following list is not comprehensive, but lists many of the most common government forms found in known space. Feel free to invent your own.

Absolute: Rule by a single individual with vast power. A despotat gives its ruler effectively unlimited power. A dictatorship often limits its ruler's power in some way, through popular or other mandates.

Anarchy: No government at all. This form appears in the most primitive and the most advanced societies, but rarely in between.

Colony: Rule by another state. Depending on their parent state, colonies can have widely varying degrees of autonomy.

Democracy: Rule by the population, either directly (a timocracy) or through elected representatives (a representative democracy or republic).

Feudalism: Rule by local authorities who receive their mandate by virtue of heredity. Feudalism often combines political and economic concerns under the same leaders.

Monarchy: Rule by an individual, chosen through inheritance and restrained by tradition or ritual.

Oligarchy: Rule by a small ruling class. A hereditary oligarchy is an aristocracy. A military oligarchy is a hoplocracy. An economic oligarchy is a plutocracy.

Technocracy: Rule by technical experts or a scientific elite. Technocracies are often meritocracies, as well (advancement is based on merit and achievement).

Theocracy: Rule by a religious organization or decree. Structure depends on the particular faith, but this form can be combined with most other government types.

free will, to tempt them away from free will by offering power in exchange for service, or to demonstrate that it leads to disaster. Such tests only prove the opposite, that free will is a key part of the indomitable Human spirit. Even when Humans embrace predestination, they do so of their own free will. Human destiny may be positive, but the route each Human takes is a personal decision and a personal responsibility.

EXPLORATION AND DISCOVERY

While Deep Space 9 itself may not go where no one has gone before, its Crew still deals with the unknown and unexpected. For every mission into the wormhole, there is an episode devoted to introspective self-exploration: Odo learning what it means to be a changeling, Bashir coping with his genetic enhancements, Kira deciding where her loyalties lie. These voyages of self-exploration and introspection can reveal as much about the universe of your game as can any number of journeys to seek out new life and new civilizations.

IDIC

The last major theme of the *Star Trek: Deep Space Nine Roleplaying Game* is the cornerstone of Vulcan philosophy: Infinite Diversity in Infinite Combinations. Every alien being and alien viewpoint has value, as evidenced by the sheer weight of their presence. While some cultures remain dangerous or primitive, none deserves destruction. To do so would be immoral and would impoverish the universe. Thus, conflicts are never about wiping out the enemy. Instead they are about resolving issues so all groups can make their contributions to the galaxy.

AXIOMS OF THE UNIVERSE: WHAT MAKES IT STAR TREK?

Deep Space Nine has carved a unique niche into the *Star Trek* universe as the source of epic tales of loss and betrayal. While previous *Star Trek* shows have concentrated on the thrill of discovery and the excitement of the unknown, *Deep Space Nine* focuses just as strongly on what is already there—Klingons and Romulans, established starbases and ancient feuds—while also introducing the new and different. While starship captains always find themselves being called to some new location, starbases and outposts stay put, and crews must deal with ongoing problems such as the interpersonal conflicts and moral dilemmas which mark everyday life.

Still, most *Star Trek* stories share certain elements, or axioms. These axioms, and their themes, are like a skeleton under the flesh of every story: They may not always be obvious, but they should be present, at least by implication.

PEOPLE SOLVE PROBLEMS

The great questions of the day are often solved by the direct action of the characters. In the *Star Trek* cosmos, the characters on whom the television shows (and the games) focus can alter the course of history and the cosmos. People are the masters of their destiny, collectively and individually, with the Crew taking center stage.

Even on the occasions when Humans simply witness something beyond their control, they can still influence it. Q, the Prophets, and other mighty beings have repeatedly told people that Humanity is in control of its own fate and individuals determine their own future. *Star Trek* remains a universe where free will reigns. In Starfleet, at least, individuals take responsibility; the officer or character on the spot makes the decision, right or wrong. Nearly everything works to maintain the axiom of Human action and individual responsibility.

HEROIC COMPETENCE

Individuals—at least the ones on whom our attention focuses—are highly skilled. The few laggards, antiheroes, or incompetents appearing in Starfleet uniforms act as supporting characters who cause or complicate problems.
Non-Starfleet lead characters also show considerable expertise in their chosen areas. Quark needs no help running his establishment; Jake, though not cut out for a career in Starfleet, turns out to be a fine journalist. Starfleet or not, our heroes are resourceful. They get things done. Whether by preference or necessity, they solve problems on their own. In addition, Starfleet encourages intellectual flexibility among its members; they can make rapid and accurate deductions from fragmentary clues and uncertain data. Their confidence in their skills and judgment helps to center them emotionally. Skill, and the self-confidence it brings, are key elements in their ability to take direct action against any problem, from an unfortunate love affair to the impending destruction of the entire space-time continuum.

TRIUMPH OF THE HUMAN SPIRIT

In fact, no obstacle can long survive against the application of sufficient will, skill and emotional understanding. Earth survived a nuclear exchange, and expanded into space to lead a peaceful confederation of alien species in exploration and defense. Wars against the Romulans, Klingons, Cardassians and Borg have not dimmed humanity's insistence that peace, science, and open-minded discovery are the keys to the future. Even the Dominion War, perhaps the greatest sustained challenge the Federation and its allies have ever faced, has only dimmed, not extinguished, the hope and optimism which characterize *Star Trek*. At their most fundamental level, *Star Trek* stories are about the triumph of the Human spirit, even if that spirit is embodied by a Ferengi, a Bajoran, or an android. Not every story needs to emphasize this truth, but the Narrator and the players should be aware that no problem is too big to solve if the heroes are willing to make sacrifices, even if one or two of the problems might be a trifle too big to solve right now.

Rewards

Commander Jezon Kar smiled and shook his head in disbelief. "Go on, Lieutenant."

"Well, sir," the young Bolian officer said, his face beaming with pride, "that's when I said 'Engage.' Before the Orion could spew a single curse, he was transported to the brig."

"But what about the Klingon targ*? Without the smuggler's control rod, didn't the beast attack?"*

"Ah, about that control rod," the officer said, looking uneasily at Ensign Sovok. "Mr. Sovok had little trouble figuring out how it worked; before the targ *could leap, he halted it with a shock to its collar."*

"I don't understand. I thought the Orion had the rod."

"He did. That is, until Mr. Sovok pickpocketed it."

Commander Kar's eyes widened and he looked at the Vulcan officer. "You pickpocketed it? Where did you learn such a skill, Mr. Sovok?"

Unflapped, Sovok replied: "My first tour of duty was with Section 31, sir. My training included the incognito removal of important items from the persons of various simulated operatives."

"I see. Well, that showed a lot of ingenuity."

"Not at all," Sovok replied. "I was merely following Lt. Lorus' orders."

Commander Kar looked at the Bolian again. "Orders to steal items from an Orion pirate's pockets."

Lt. Lorus looked nervous. "Yes, sir."

"Very good, Lieutenant," Kar said. "Although I can't fully support your methods, especially since we are supposed to provide an example to the colonists of this sector, you showed initiative and a feared pirate was placed in custody with no harm to anyone. Except, perhaps..."

Lt. Lorus and Ensign Sovok looked at each other, confused, and then back at the Commander.

"...for a Klingon targ*. I want you to make sure it is treated humanely and either set free in a Klingon wilderness or placed in the Bajoran zoo. That is all. You are dismissed."*

Lt. Lorus beamed. "Thank you, sir!"

Kar smiled as the officers left his ready room. Nothing in his three previous symbiont hosts' lifetimes had prepared him for these two crew members' constant clever solutions to away team conundrums. He prepared to add yet another commendation to their service records...

Growth and Change

Characters are not static. They experience things, interact with the world, and learn and grow from their encounters and adventures. In game terms, this process is simulated by granting characters Experience Points. Players use Experience Points to

buy new skills, improve existing skills, improve attributes and edges, and sometimes even buy or improve advantages. If appropriate, they may also advance through the ranks of Starfleet or a similar organization.

Awarding Experience Points

Narrators typically award Experience Points at the end of each game session. Base the characters' awards on three factors: what the characters accomplished; how well they accomplished it; and how well the players roleplayed their characters.

As Narrator, first consider whether the characters accomplished their goals during the episode. If they did, they deserve Experience Points, but the number depends upon their performance. If, for example, they solved the primary mystery in an episode or defused a crisis, but only barely, and in the process caused other problems (or even loss of life), they should get few, if any, Experience Points. Conversely, if the characters did an excellent job during the scenario—refrained from doing stupid or destructive things, were clever and innovative, and caused very few other problems—they deserve extra Experience Points for doing so well.

Don't deny characters Experience Points simply for failing to accomplish a goal—characters (and players) often learn as much from failure as they do from success. If the characters fail, look at why they failed. If they failed because they made foolish decisions or took foolish actions, did not act in character, overlooked things they should not have, or simply were careless, then an Experience Point award probably isn't justified. But if they did their best, made good decisions, and took appropriate action, yet still failed (perhaps because of some unfortunate dice rolls or other circumstances beyond their control), there's no reason to withhold an Experience Point award. Sometimes just trying is enough, provided that the characters try with heart and spirit.

Roleplaying is equally as important as accomplishing goals. In the *Star Trek: Deep Space Nine Roleplaying Game* players interact with the game setting and portray the parts of Starfleet officers, renegade Cardassians, merchants, Bajoran mystics, smugglers, and other people who live and work in the frontier regions of the Alpha Quadrant. Players who do this well—who "get into character," act as their character would act, and think as their character would think—deserve extra Experience Points for their performances. Players who participate perfunctorily, act out of character, or do not act in a manner befitting their character don't deserve as many Experience Points. Examples of poor roleplaying include playing a Vulcan but acting emotionally, or a Starfleet officer who resorts to force at any opportunity.

The accompanying table provides guidelines for awarding Experience Points. Characters normally gain 1 to 3 Experience Points per episode; more than that would indicate an extremely good performance by a character. Limiting the number of Experience Points characters receive leads to slow, steady character growth. This allows you to more easily keep track of character ability and potential.

Never give out negative numbers of Experience Points. Characters don't lose previously earned Experience Points just because they performed poorly in the recent episode.

Spending Experience Points

Players most often use Experience Points to buy new skills, improve existing skill levels, or buy new specializations—these reflect the new things a character learns and experiences during the course of his adventures. For example, during an episode a character who knows Shipboard Systems (Sensors) might have made several difficult Tests to analyze a new and unusual stellar phenomenon. The player decides that the character learned a lot from this experience, so he spends his

Experience Point Awards

Points	Circumstance
1	Characters failed to accomplish the goals of the episode, but nevertheless did their best and learned from their failures
1 to 2	Characters accomplished the goal(s) of the episode
–1	Characters accomplished the goal(s)of the episode, but did so poorly or caused additional problems
+1	Characters accomplished the goal(s) of the episode in an exemplary and clever fashion
+0	Character was roleplayed properly
+1 to +2	Character was roleplayed well
–1 to –2	Character was roleplayed poorly
+1 to +2	Character did or accomplished something which was of extraordinary service or benefit to their homeworld, species, government, or other favored group or institution, or which required great personal sacrifice on their part.
+1	Characters triumphed against overwhelming odds or overcame tremendous obstacles

Experience Point Costs

Item	Cost
Buying a new Skill (level 1)	5
Improving a known Skill:	
to level 2	3
to level 3	3
to level 4	4
to level 5	5
to level 6	6
Buying a new Specialization (at one level higher than the governing skill)	3
Improving an existing Specialization:	
to level 3	2
to level 4	3
to level 5	4
to level 6	5
Improving an Attribute:	
to level 2	4
to level 3	4
to level 4	5
to level 5	6
to level 6	7
Improving an Edge (by one point)	4
Buying a new Advantage	4 x value of Advantage
Improving an Advantage (by one point)	4
Reducing or eliminating a Disadvantage (by one point)	4
Courage Point	5

Experience Points to increase the character's level in that skill. Or maybe the character spent a lot of time with Klingons during the episode, sparking an interest in their language and culture (thus providing a reason to buy Culture (Klingon) or Language: Klingon as new skills).

If a player wants to buy a new skill, he should justify it in some way through game play. Characters can't simply learn an entire new field of knowledge overnight. They must be either exposed to it at great length during an episode, or spend time studying and practicing. (Holosuites are an excellent resource for this sort of study; they can help a character learn just about any skill). The player sets aside the Experience Points to buy a new skill and then lets the Narrator know that his character wants to learn that skill; the Narrator decides how much game time it takes for the character to learn the skill. If several weeks of game time pass between episodes, the character may very well be able to put the skill on his character sheet before the beginning of the next episode. If episodes occur more closely together, it may take several game sessions before the character actually gains the skill.

Less commonly, characters can improve attributes or edges. This isn't always appropriate—it's not likely that characters will become smarter or develop a more forceful personality overnight. However, a character could spend time exercising and weightlifting to increase his Fitness or Strength, or participate in combat simulations to hone his Coordination, Reaction, or Dexterity. Improving negative edges is often the best way to spend Experience Points in this regard, since it reflects a character's gradual efforts to improve himself.

Even less commonly, characters may sometimes spend Experience Points to buy new advantages. Advantages tend to represent special innate qualities, things a character can't really "learn." You don't simply wake up one morning with Organ Redundancy or a Mixed Species Heritage. Many advantages can't be gained through experience.

However, it is appropriate to buy certain advantages with Experience Points. A character might acquire an Ally, Patron, Contact, or Favor Owed during an adventure, or become a Species Friend because he performs a great service for a particular species. Becoming a Department Head or earning a Promotion are also good ways to spend Experience Points.

At the Narrator's discretion, players can use Experience Points to reduce or eliminate disadvantages. It isn't appropriate simply to buy off a Dark Secret and claim it never existed. But characters might be able to eliminate physical problems like Physically Impaired or Poor Sight due to advances in medical science, or through counseling and self-help remove harmful personality traits such as Argumentative, Arrogant, Bloodlust, Compulsion, Obsessive Tendencies, or Phobia.

Experience Point costs differ significantly from the Development Point costs used during character creation. The accompanying Experience Point Cost Table lists the costs for experience-based character improvements.

All costs for improving skills, attributes, and edges are cumulative. Thus, improving a skill from level 3 to level 5 costs a total of 9 Experience Points (4 for rank 4, 5 for rank 5); going from Dexterity –2 to Dexterity 0 costs 8 Experience Points (4 points for each point of improvement, including 0). Characters cannot purchase Renown with Experience Points.

Courage Points

In addition to, or in lieu of, giving out Experience Points to reward character conduct, Narrators may give characters additional Courage Points. Each character starts the game with at least 3 Courage Points. If spent, they "refresh," or return to the character, at the end of the episode (or in mid-episode if the character does something particularly heroic or courageous; see page 107 for details).

Players can buy additional Courage Points with Experience Points. In some cases the Narrator may wish to give them out as a reward for good game play. However, this should be rare; Courage Points are extraordinarily useful and only the most heroic characters should possess a lot of them. If a character conducts himself in a particularly noble, heroic, or self-sacrificing fashion, an award of an extra Courage Point (or, at most, two) might be appropriate.

Narrators, beware of letting characters have too many Courage Points, regardless of how they get them. Courage Points allow a character to affect his Tests directly; they often

mean the difference between success and failure. A character who can do everything well is no fun; even the greatest heroes have flaws and weaknesses.

Renown

Narrators award Renown Points to characters based on their actions during episodes. Generally, if an accomplishment could conceivably get a character noticed, he earns Renown. Saving the Klingon Ambassador from assassination, for example, would garner a character Renown. The typical Renown award is 1–2 points, but this depends on the nature of the character's actions and the events surrounding them—things which would attract galaxywide attention to the character could conceivably earn him a dozen Renown points or more.

The Aspect of a Renown award depends on the circumstances. If he disregarded his own prejudice against Klingons and obeyed orders while saving the Ambassador, he would receive Openness and/or Discipline Renown. If, on the other hand, he saw the threat and acted instantly, that would imply Initiative Renown, and so on. If no particular Aspect seems entirely appropriate, award Skill Renown.

Suggested Renown Guidelines

The Renown Awards Table provides some rough guidelines for awarding Renown to characters. Of course, almost any action taken in the proper context could garner Renown for a character, so don't consider this list exhaustive.

Commendations and Awards

For characters who belong to established military organizations, such as the Bajoran Militia or Starfleet, commendations and other such indicia of exceptional valor or merit often accompany significant Renown awards. Governments even award some commendations to civilians.

The accompanying table provides a list of commendations from several governments, along with suggested Renown award requirements (given for a single incident) that might qualify a character as a recipient. The names of the commendations suggest what they should be awarded for. Note that getting the commendation does not mean you automatically get the listed amount of Renown. Instead, you have to earn the listed amount of Renown—typically for a single incident, or for valorous conduct over a discrete period of time, such as a campaign during the Dominion War—to qualify for the commendation.

Promotion And Rank

Unless your group has discussed it prior to play (and the Narrator allows it), no beginning character who belongs to a military or quasi-military organization, such as the Imperial Klingon Defense Forces or Starfleet, should start with a rank higher than a Lieutenant Commander in Starfleet (see "Promotion," page 88, for equivalent ranks in various societies; for example, to be a colonel in the Bajoran Militia requires roughly the same requirements as a Starfleet Captain). Part of the fun of the *Star Trek: Deep Space Nine Roleplaying Game* includes watching your characters grow and develop from one episode to the next. Earning promotions and peer recognition becomes an important part of such ongoing development for many characters.

Achieving a promotion to a higher rank requires more than just earning enough Experience Points to buy the necessary skills at the required levels and earning plenty of Renown. Instead, roleplay the situation. Make it a part of the overall story or series. For example, suppose a science officer aspires to command the space station or colony he serves on. He can't just buy a new rank; rather, the character must talk to his current commander, who in most games will be an NPC portrayed by the Narrator. The candidate learns the requirements for promotion and makes arrangements to meet them; this normally takes years. The path to the command post may demand one or more transfers. These enable the officer to learn a wide range of skills, and to learn the major subsystems of the space station or colony infrastructure. Like any other strong motivation, career ambition presents a plethora of roleplaying and storytelling opportunities for the Narrator's use.

The following section presents some guidelines for Narrators to use when considering player characters for promotion in Starfleet. Keep in mind that these are only guidelines; the circumstances surrounding any promotion should first and foremost add to the story, and of course other organizations, such as the Cardassian Central Command, may have different requirements (see other Last Unicorn Games products for detailed information on these organizations). A suitably dramatic or important event might lead to the promotion of a character without fulfilling all of the criteria listed here. Characters receiving an informal field promotion should purchase the appropriate Promotion advantage as soon as possible.

Lieutenant (Junior Grade): 2 skill levels in the primary departmentmental skill, 1 skill level in one other departmental skill

Lieutenant: 3 skill levels in the primary departmental skill, 1 skill level in two or more other departmental skills

Lieutenant Commander: 25 Renown, 15 in Starfleet-favored Aspects (Discipline, Skill, Openness); 3 skill levels in the primary departmental skill, 2 skill levels in at least two other departmental skills, 1 skill level in the primary skill of another department

Commander: 40 Renown, 25 in Starfleet-favored Aspects; 4 skill levels in the primary departmental skill, 2 skill levels in at least three other departmental skills, 1 skill level in the primary skill of two other departments (Security, Engineering, Ops, Science, Medical)

Captain: 60 Renown, 45 in Starfleet-favored Aspects; Law (Starfleet Regulations) 4(5), Command (any Specialization) 4(5), Administration (any Specialization) 3 (4); 2 skill levels in the primary skill of at least two other departments

Admiral: 80 Renown, 60 in Starfleet-favored Aspects; Law (Starfleet Regulations) 5 (6), Command (any Specialization) 5 (6), Administration (any Specialization) 4 (5)

Departmental Skills: The Narrator enjoys a bit of latitude

when determining a character's departmental skills. Primary skills, such as Command, Security, or the various types of Engineering, are always required. Other assignments and missions require their own skill sets, however; for example, a Security Officer stationed planetside on a strange but friendly world needs Persuasion, while a counterpart anticipating assignment to a hotbed of Cardassian intrigue should brush up on his Espionage. In other words, specifics always depend on the character, the series, and the situation.

Simplified Promotion Rules

Narrators who prefer a mechanical method of character advancement can use the following rules to determine character promotion. After a Challenging (9) Administration (Starfleet Bureaucracy) Test on the part of the character, or after a suitably dramatic increase in Renown, the Narrator can require the character's superior officer (or other Starfleet official) to roll a Challenging (10) Renown Test. The test simulates the character coming to the attention of Starfleet. No character should be promoted using this method until he qualifies *at least* at the minimum levels given above; the Narrator is encouraged to come up with other, additional qualifications if he wishes. Characters receiving field or brevet promotions should not be considered for further promotion until they meet the minimum standards of their new rank.

TRANSFERRING DEPARTMENTS

Characters in the Bajoran Militia, Starfleet, or similar organizations may wish to transfer from one department to another at some point during their careers. Perhaps they want to study new subjects, or maybe they hope to command a space station (and require interdepartment experience). In either case, a character seeking a transfer must submit a request to his commanding officer.

A good C.O. won't approve transfer requests blindly. The character must deserve a transfer, and that means he must meet several requirements. These include:

Satisfactory Reason: The character must provide a satisfactory explanation for his request. "I want to buy more skills!" is not usually a valid explanation. The character's request should reflect a good narrative or story-driven reason for the transfer.

Good Renown: The character, if a member of Starfleet, should have positive Renown for Skill, Discipline, and Openness (other organizations and cultures will require positive totals in other aspects). If the character possesses negative Renown in any of these Aspects, his request for transfer should be declined—unless the captain feels the transfer would improve the character's performance and attitude or relieve him of a troublesome junior officer who would serve better in another department.

Satisfactory Performance: The character's performance while in his current position must be satisfactory. This

Renown Awards

Incident	*Renown*
Saving the life of an important NPC during a secret diplomatic mission	1–2
Saving the life of an important NPC during a public diplomatic mission	2–3
Saving the life of an important NPC during a highly publicized or well known diplomatic mission	4–6
NPC who is saved is extremely important (*e.g.*, the Federation President, a member of the Klingon High Council, the Kai of Bajor	+1–4
Uncovering a spy in character's people's territory	1–2
Uncovering a spy in a dangerous position (*e.g.*, a listening post near an important space station) in character's people's territory	3–4
Uncovering a spy in an extremely dangerous position (*e.g.* aide to an important government official) in character's people's territory	5–6
Displaying skill or valor in a skirmish	1–2
Displaying skill or valor in a minor battle	2–3
Displaying skill or valor in a major battle	4–6
Displaying skill or valor in a battle that threatens the very existence of the character's people or homeworld	7–12
Successfully completing a minor diplomatic mission	1–2
Successfully completing an important diplomatic mission	2–3
Successfully completing an extremely important diplomatic mission	4–6
Successfully completing a diplomatic mission which may affect the course of galactic politics for decades to come	7–12
Making a scientific discovery of minor importance	1–2
Making a scientific discovery of major importance	3–4
Making a scientific discovery which may have a profound effect on Alpha Quadrant technology	5–10
Discovering a new and important use for existing technology	1–4
Committing a major criminal act of great infamy	1–4

includes having few or no demotions, demerits, reprimands, or other disciplinary action noted in his record.

Replacement: Another qualified crew member must be able to step in to take the character's current position. If necessary, the character must remain in his current position long enough to train a successor.

Assuming the character can meet these requirements, he may receive his transfer. If necessary, he can improve his chances by making an Opposed Test using his Persuasion+Presence versus his captain's Persuasion+Intellect.

TRANSFERRING TO A BETTER STATION

Characters who perform their Starfleet duties particularly well can look forward not just to being promoted, but, in many cases, to being transferred to a better station (or starship). Usually this means a bigger, better-equipped station, but "better" can vary from character to character; one character might want a transfer to a station closer to, say, a front in the Dominion War, while another might value a posting to a station near an intriguing astronomical phenomenon.

To be considered for transfer to a better, larger, or more prestigious station, characters typically need at least 20 Renown, 12 of it in Starfleet-favored Aspects (other organizations or species favor other Aspects, of course). Beyond that, they need to get themselves noticed as up-and-comers by Starfleet Command or the captain (or first officer) of the new station. A Patron, Ally, or Favor Owed may help; as will a commendation or large Renown award for a single incident.

Transferring to a better station should not be an exercise in game mechanics; rather, it should be roleplayed and worked into the overall series. Moving the characters to a better station or outpost is sometimes a good way to re-focus a *Star Trek: Deep Space Nine Roleplaying Game* series, or to change the current series' direction and tone.

Another good way to implement a station transfer is to assign the Crew to a newly-built station. This new station may be a reconstructed station which suffered extensive damage during the Dominion War, a refurbished station improving on an old design, or a new station featuring experimental designs. Being the ones to put a newer, bigger, shinier station through its paces should be enough to excite any Crew.

COMMENDATIONS

Commendation	Renown Award
Bajor:	
Service Medallion	4 Skill
Medal of Valor (First Class)	6 Initiative
Ribbon of Honor	8 Skill or Discipline
Cardassia:	
Service Badge	4 Discipline
Proficient Service Medallion	6 Skill or Discipline
Legate's Crest of Valor	8 Skill or Aggression
Klingon:	
Ribbon of the Empire	4 Aggression or Skill
Star of Kahless	6 Aggression or Skill
Order of Kahless	8 Aggression or Skill
Starfleet:	
Silver Palm with Cluster	6 Skill
Kragite Order of Heroism	6 Initiative
Preantares Ribbon	6 Discipline
Christopher Pike Medal Of Honor	8 Skill

PROMOTION AND RANK FOR NON-MILITARY CHARACTERS

Obviously, only characters from military or quasi-military backgrounds, such as the Bajoran Militia, Starfleet, or the Obsidian Order, will have promotions and rank—characters like merchants and colonists need not spend any Development or Experience Points on such things. However, if they wish, civilian characters can buy the Promotion advantage to indicate relative rank within an organization or profession. A master merchant might buy Promotion to reflect his long experience in traveling the quadrant trade routes and his skill at commanding trader crews. Pirate or mercenary bands might adopt paramilitary rank structures. Colonists could use a military rank system to indicate the various levels of responsibility and authority on their new homeworld (until such time as they establish a government and switch to using Political Rank instead). Narrators may wish to give non-military characters who purchase Promotion for these reasons a "discount" on the Development or Experience Point cost of the advantage, since the rank has far less overall authority than a true military rank—civilians aren't likely to care whether a pirate holds the rank of "Captain" within his pirate band the way they will whether a member of the Bajoran Militia is an Ensign or a General. Consult other Last Unicorn Games products for further suggestions along these lines.

NON-STARFLEET PROMOTION AND TRANSFER

If the characters are not members of Starfleet, the Narrator can still use the guidelines presented in this chapter as benchmarks for their movement or transfer; after all, Renown is Renown—moving up the ranks or transferring within a criminal or merchant organization simply requires different Aspects and skills. Use common sense and let the needs of the story or series become your guide. Refer to the accompanying table for some additional advice.

Idol Threats

When a mysterious statue, half as long as the characters' space station itself, suddenly appears nearby, the Crew finds itself mediating a dispute between various competing parties who want to claim it as their own. Obolos, the captain of a Romulan warbird, wants to destroy it, because the statue scanned his vessel and downloaded the contents of his database. A Ferengi salvage crew wants to sell it to the highest bidder. A Klingon religious sect identifies it as a holy relic of great importance to them. And a Federation scientific team wants to study it. The Crew must learn the item's secrets and decide whose interests prevail.

The Shape of This Scenario

Like many episodes of *Star Trek: Deep Space Nine*, this scenario splits up the Crew into two groups which work in parallel to overcome the various obstacles presented by the plot. Some characters explore the idol, while others, back on the station, deal with the competing claims over its ownership. It's up to you to move the action smoothly back and forth between the two groups so that all of the players feel involved in the unfolding story.

The scenario begins with the scenes described in "The Idol Appears." Then, instead of laying out a series of scenes which must occur in a particular order, the episode is divided into two sections, allowing you to weave the two strands together as you see fit. Investigation of the idol is covered in the section titled, coincidentally enough, "Investigating the Idol." The section called "Competing Claims" details interaction with Narrator characters on the station. Notes on wrapping up the story appear in "Resolution."

Getting Started

Before the adventure begins, examine all of the players' character sheets. For each character, total the levels (using the highest specializations in each case) in the following skills: Behavior Modification (Brainwashing), Command (Combat Leadership, Military Training), Demolitions, Energy Weapon, Heavy Weapons, Planetary Tactics, Primitive Weaponry, Projectile Weapon, Shipboard Systems (Tactical, Weapons Systems), Starship Tactics, Strategic Operations, Systems Engineering (Weapon Systems), and Unarmed Combat. Rank the characters in order by total and divide the list in half. Only the characters on the low half of the list can beam into the idol during the "Investigating the Idol" sequence.

Fitting this Scenario into Your Series

Because no scenario can be described in completely generic terms, "Idol Threats" is based on a few presumptions. The main one is that the characters work on a space station of some sort. They could be the crew of a Federation station (perhaps even junior crewmen on Deep Space 9 itself, left to take care of the station in the absence of Captain Sisko and the senior staff). But since the McGuffin—the idol—travels by generating its own artificial wormholes, it could show up just about anywhere you need it to. The episode is written as if the characters are on a space station controlled by the Federation to provide some context, but you don't have to have a Federation station in your series to run it.

Second, the scenario requires the characters to possess enough power and authority—whether it comes from having more powerful weapons or more powerful "friends" backing them—to face down some tough antagonists, such as a *D'deridex*-class warbird. One prong of the scenario requires them to face such opposition, and if they fold too easily the entire story crumbles along with them. This reinforces the need for a space station setting; one ship, even a powerful one, would probably have trouble facing down several opponents. But if the characters have control of a space station, and/or the resources of a powerful government behind them, they can stand firm.

As Narrator, you can certainly alter the scenario to fit other types of series—one in which the characters are all merchants, or pirates, or colonists, or Cardassians, for example—as long as you meet these basic preconditions. You can easily draw characters into the action by giving them a personal interest (such as making an NPC a character's Rival or Sworn Enemy) in the outcome, provided they also have the ability to see the action through to that outcome.

The scenario takes place during the Dominion War. However, with a few minor changes you can easily adapt it for other time periods.

Prelude

Before the main action of the episode begins, you may wish to toss out a few random encounters or events appropriate to your series to get the story-telling juices flowing, foreshadow the coming events, or maybe just give the players a red herring or two. This "calm before the storm" may also be the perfect opportunity for characters to take care of personal business or pursue hobbies.

The Idol Appears

Suddenly, whenever you deem it most dramatically appropriate, a very large and very strange object appears out of nowhere. Its appearance is heralded by a sudden burst of neutrinos in the area (which even standard sensors should pick up without difficulty) and an odd visual "warping" of space, as if the object had somehow transported in—a rather difficult feat given its size. (In fact, the idol travels by creating its own short-lived "mini-wormholes" and drifting through them.)

Characters can discover the following information about the object from a simple observation of its on-screen image: It's a spacecraft-sized statue or idol, floating horizontally through space at a low rate of speed. The idol, in the rough shape of a humanoid, is 512.20 meters long from head to toe. It's positioned as if lying face-down—its head points in the direction it's floating; its feet point back toward the point where it suddenly appeared. The features of the statue show considerable erosion: The figure has two legs and five arms, and stumps remain where three other arms would have at one time been. The idol is 170.72 meters across at its widest point, which extends from the tip of its right front arm to the tip of its right left arm. It has a humanoid torso, neck, and head. The facial features on the idol have been obliterated, as if the front quarter of the head was somehow shaved off. It is therefore impossible to identify the species represented by the idol, or even to say how far its features diverge from the common humanoid pattern.

The following information is available to Crew members who perform successful Skill Tests. The relevant Test precedes each piece of information.

Characters can gain the following clues by visual examination alone, using the station's optical sensors to "zoom in" on the area under study.

Routine (5) Material Engineering (Metallurgy): The edges of the cut which obliterated the idol's face are rounded, suggesting that this damage occurred a long time ago, and that significant exposure to space debris has occurred since then.

Routine (4) Shipboard Systems (Tactical): Damage from various weapons has scarred the idol. The characters can tell which weapons caused some of the damage (phaser fire, photon torpedoes); the rest of it is of unknown origin.

Moderate (6) Shipboard Systems (Tactical): The areas of major damage to the idol's structure do not coincide with the traces of weapons fire. Conclusion: No real damage was done to the idol by any of the weapons used against it.

Challenging (10) Space Sciences (Astronomy): Comet impacts or subspace shockwaves seem to have dealt the real damage to the idol. Either of these phenomena pack an energy punch far in excess of that caused by commonly encountered weapons systems.

SCAN AND SCAN ALIKE

The characters can gather further information only by training station sensors on the idol. If they use sensors, the idol responds with a scan of its own. Multiple energy beams appear from the idol's surface, trained on the station in a criss-cross pattern. The scanning beams easily penetrate station shields. The characters watch as the beams make their way through the station's ops center or command module (or wherever else they happen to be). The beams methodically scan through each person and object on the station. The sensation of being caught in the beam is odd, but causes no pain or discomfort.

The computer announces: "Warning: Computer security compromised. Contents of station database are being scanned and copied by unauthorized source." If a character attempts to shut down the computer, he must make a Difficult (13) Computer (Data Alteration/Hacking) test. If he fails, the computer prevents him from proceeding and issues a second warning announcement to explain why it has done so: "Warning: Fail-safe mechanism engaged. Taking computer off-line during current operation would result in loss of all data." The ranking character can override this fail-safe by giving a command and citing his security code number; this does indeed erase the entire database, leaving the station without computer access until personnel can rebuild the databanks from scratch, a process which takes several weeks of work and additional computer engineering teams. If your players make this drastic mistake, you may need to adjust the rest of the scenario to represent the disastrous consequences of this loss. Anyone who agreed this was a good idea earns 2 negative Skill Renown Points.

The scanning ends as abruptly as it began. Station sensors then provide whatever information was requested in the initial Crew member's sensor sweep. Additional sensor scans proceed without incident. All of the following bits of information require Shipboard Systems (Sensors) tests of varying difficulties:

Routine (3): Scans of the idol reveal no life signs.
Routine (4): The idol is hollow. It should be possible to beam inside and investigate further.
Routine (5): The idol is made of a substance not unlike coral.
Challenging (9): Structural analysis suggests that the idol was not carved out of a block of material, but was grown, one cell-like piece at a time.
Difficult (13): Molecular analysis suggests that the idol was constructed a very long time ago—possibly millennia.
Nearly Impossible (15): Molecular analysis indicates that the idol is in fact 15,000 years old.

If asked for a damage report in the wake of the scan, the computer responds: "Preliminary diagnostic indicates no continuing effect on any system." The crew can demand a more complete diagnostic, which ties up computer resources for anywhere from 15 minutes to 12 hours, depending on the computer's capabilities and how fast and thorough a process the characters choose. (The Crew can still perform all critical tasks, but receives periodic complaints from station residents because their holosuites, replicators, and other computer programs are significantly slowed or go off-line altogether.) These additional diagnostics turn up no evidence of damage to station systems.

As soon as the Crew decides to investigate the idol close-up, the first claimant to the idol appears and hails the station.

COMPETING CLAIMS

From this point onward, you'll probably be intercutting between scenes in this section and those in "Investigating the Idol."

THE FERENGI

A Ferengi ship, the *D'Kora*-class marauder *Paragon of Industry*, drops out of warp and hails the station. Appearing onscreen is the face of DaiMon Akon, whose features seem to be locked into a permanent, mocking half-grin. He identifies himself and his vessel, and then announces his ownership over the idol according to the terms of the Ferengi Salvage Code. If asked, he explains that the code allows him to take possession of any abandoned property, such as the idol. He claims further that Starfleet is obligated by the terms of the Ferengi-Federation trade agreement to honor legitimate claims made according to the Salvage Code.

A Routine (4) Diplomacy (Federation Law) Test reminds the character that disputes involving the Ferengi Salvage Code frequently revolve around the definition of the word

DaiMon Akon

Fitness 2
  Vitality +1
Coordination 2
Intellect 3
  Logic +1
  Perception +2
Presence 2
  Willpower +2
  Empathy –1

Skills

Administration (Starship Administration) 3 (5)
  Bureaucratic Manipulation 5
Bargain (Bribery) 2 (3)
Command (Starship Command) 2 (4)
Diplomacy (Commercial Treaties) 3 (5)
Energy Weapon (Disruptor) 1 (2)
Espionage (Covert Communications) 1 (2)
Fast Talk 1
Language
  Ferengi 2
  Federation Standard 1
  Romulan 1
Law (Ferengi) 2 (4)
  Federation 3
  Romulan 3
Merchant (Salvage) 2 (4)
Persuasion (Distracting Mockery) 2 (4)
Starship Tactics (Evasion) 2 (3)
Unarmed Combat (Brawling) 1 (2)

Advantages/Disadvantages

Contact (Grand Nagus) (+3)
Commendation (+2)
Shrewd (+1)
Telepathic Resistance (+4)
Greedy (–1)

Wound Levels: 3/3/3/3/3/3/0

Roleplaying Notes

Akon is greedy, single-minded, and delights in legalisms. Nothing surprising there, for a Ferengi. However, he's also noteworthy for his mocking sense of humor. He gets what he wants by probing for his negotiating partner's sore point, then taunting him mercilessly. This usually puts his opponent off his own game, while Akon keeps his beady eyes on the goal at hand. Another of Akon's highly effective habits is annoying persistence.

abandoned, which the Ferengi tend to interpret generously. A Moderate (7) Diplomacy (Intergalactic Affairs) Test calls to mind the incident in which a Ferengi crew tried to claim the *Enterprise-D* as abandoned salvage.

A Routine (3) Diplomacy (Commercial Treaties) Test reminds the Crew that the station's responsibility for the regulation of trade in the area gives the station commander the authority to decide if the idol does in fact constitute an abandoned item.

If the Crew hesitates at all, Akon reacts by mocking them. He knows them (or their senior officers) by reputation (and by any famous incidents they may have been involved in), and will use that information to concoct appropriate jibes. He'll imply that they'll be in big trouble with their superiors if they fail to show proper respect to a foreign dignitary as exalted as his humble self.

If asked what he intends to do with the idol, he first of all points out that it's none of their *bazior*-wax; his plans for the salvage shouldn't influence their decision as to whether the idol is abandoned property. If cajoled into revealing more—a Moderate (7) Charm (Influence) Test will do the trick—he'll proudly admit that he intends to slice it up into pendant-sized chunks for the curio market; he offers his interlocutor an opportunity to preorder at special introductory prices.

Whenever the players' concentration seems to flag, Akon hails them again, to alternately flatter, mock, and annoy them into surrendering the idol to his tender care.

THE ROMULANS

Next to lay claim to the statue are the Romulans. Without warning, a *D'deridex*-class warbird, the *Ka'ja*, decloaks only a few thousand kilometers from both the station and the idol. Its commander, forbidding Centurion Obolos, hails the station and demands to speak to its captain. When the station commander identifies himself, Obolos announces his intention to capture and then destroy the "enemy alien craft." He maintains that the idol engaged in espionage against his ship at its last "stop," one system spinward. Obolos isn't asking permission—he's informing the Crew what he intends to do. If refused permission to interfere with the idol, he tells them that they have twenty-four hours to reconsider—after which point he'll take action on his own, no matter what authority Starfleet claims.

Obolos is not anxious to describe how the idol stole military secrets from his ship. If the idol scanned the station, the obvious (and correct) conclusion is that it also scanned the *Ka'ja*. If the Crew volunteers that the station was scanned, Obolos, without directly admitting it, strongly hints that the same thing happened to him.

A Routine (4) Diplomacy (Intergalactic Affairs) Test reveals that no protocol for resolving this dispute exists. The Romulans have no obligation to acknowledge the authority of Starfleet in this matter. When push comes to shove, this affair will become an exercise in diplomatic brinksmanship: It's all a matter of who blinks first. Is the Crew ready to fire on Obolos' ship if he tries to destroy the idol? Is Obolos willing to return fire on a Federation base?

If asked whether he's willing to risk a war over a floating statue, Obolos replies: "Are you?"

A Routine (4) Culture (Romulan) Test tells the Crew that the loss of the contents of a *D'deridex*-class warbird's database would constitute a grave security breach to the Romulan leadership. They would take serious risks to prevent the stolen information from falling into enemy hands.

A Moderate (7) Culture (Romulan) Test reveals that Obolos risks disgrace and the loss of his commission if he fails to protect the stolen data.

A Challenging (10) Culture (Romulan) Test concludes that Obolos faces worse consequences for losing the data than he would for sparking a military incident with the Federation.

TRENAR

Next up is an incoming message from the Klingon High Council. On the line is Korvak, a Council aide. He informs the Crew that Trenar, the leader of an unusual Klingon religious sect, will arrive imminently to speak to them about the fate of the idol. Korvak tells them that the Council expects the station to give him every consideration.

Make secret Moderate (6) Presence (modified by Empathy) Tests for all Crew members watching Trenar on the viewscreen. If any are successful, tell them that Korvak seems to fear and dislike Trenar.

The following Culture (Klingon) Tests determine how much of Trenar's reputation precedes him. Attempt the Tests in order; each one in the list (after the first) can only be attempted by a character who has succeeded at the previous one.

Routine (3): Trenar's name is familiar. He's politically influential or something.

Routine (5): Trenar heads a religious sect (or "cult," as some Klingons put it) called, in Federation Standard, the Terminists. It's an offshoot of a more mainstream Klingon religion.

Moderate (6): Trenar is controversial even among other Klingon religious figures for his, and his sect's, belief that "Judgment Day," to use an Earth term, will soon be upon the Klingon people.

Obolos

Fitness 3
- Strength +1

Coordination 2
- Reaction +1

Intellect 2
- Perception +1

Presence 3
- Empathy –1

Skills

Administration (Starship) 3 (4)
Athletics (Running) 2 (3)
Behavior Modification (Resistance) 1 (2)
Command (Starship Command) 4 (5)
Diplomacy (Intergalactic Law) 1 (2)
Energy Weapon (Disruptor) 2 (3)
Espionage (Counterintelligence) 1 (2)
Intimidation (Bluster) 2 (3)
Law (Romulan Military Regulations) 1 (2)
Planetside Survival (Mountains) 1 (2)
Search 2
Shipboard Systems (Flight Control) 3 (4)
- Tactical 4

Starship Tactics (Romulan) 2 (3)
- Federation 3
- Taurhai 3

Stealth (Stealthy Movement) 1 (2)
Unarmed Combat (Romulan Navy Martial Arts) 2 (3)

Advantages/Disadvantages

Commendation +3
Hides Emotions –2

Wound Levels: 3/3/3/3/3/3/0

Roleplaying Notes

A proud, decorated officer of the Romulan military, Obolos is unused to having his wishes thwarted, and visibly struggles to maintain his composure when prevented from having his way. He rankles easily, especially when those he considers his inferiors exercise any kind of leverage over him. Still, he is no fool, and can be counted on to act in the best interests of his ship, his crew, and his Empire. When playing Obolos, clench your fists and clip your words.

TRENAR

Fitness 3
  Strength +1
  Vitality +1
Coordination 3
Intellect 3
  Perception +1
Presence 3
  Empathy –1
  Willpower +1

Skills

Administration (Church) 2 [3]
Charm (Appeal to Religious Sentiment) 4 [5]
Culture (Klingon) 2 [4]
Diplomacy (Klingon Affairs) 2 [4]
History (Klingon) 1 [5]
Intimidation (Evoke Awe) 2 [3]
Language
  Klingon 3
Persuasion (Oratory) 3 [4]
Primitive Weaponry (*D'k tagh*) 2 [3]
Theology (Klingon) 3 [4]
  Terminist 5
Unarmed Combat (*Mok'bara*) 2 [3]

Advantages/Disadvantages

Favor Owed +1
High Pain Threshold +2
Organ Redundancy (*brak'lul*) +2
Resolute +3
Strong Will +2
Arrogant –1
Dark Secret –3
Intolerant –1
Power-hungry –1

Wound Levels: 4/4/4/4/4/4/0

Roleplaying Notes

Trenar is a short but powerfully built older Klingon male. His stern sense of authority appeals to people who want strong direction from someone else as protection from the chaos of the world. As his influence has grown, his patience with others who do not automatically defer to him has worn thin. He covets greater secular power, and hopes to obtain it by increasing the size of his religious following and his influence on Klingon culture. In truth, though, he has little religious faith; his Dark Secret is that he made up the prophecies and doctrines on which he based his Terminist Creed, the "holy book" of his sect. To play him, act puritanical and put a bit of thundering "fire and brimstone" preaching into your voice whenever you're given the chance to say anything important.

Challenging (9): Trenar's power in the Empire is growing, but many influential Klingons would like to see him disgraced.

Trenar soon arrives and requests an immediate audience with the station's commander. He wants the station's shuttlecraft or runabouts to tow the idol into orbit around the station and then give it to him. His sect's religious writings clearly state that a gift from Kahless will soon appear in the heavens, signaling the beginning of the Final Days. He is appalled if informed that the Ferengi and Romulans have both laid claim to the statue in order to destroy it. He doesn't care about their interests, or any possible repercussions to the Federation if the station denies their claims. He insists that this symbol of his rectitude be turned over to him, post-haste. He hints that he can use his influence to make things very uncomfortable (at the very least) for the Crew, and says he will be back soon for confirmation of the towing effort.

PROFESSOR R'GARET

The final petitioner is Professor R'garet, a Bolian civilian who heads an archaeological survey team wrapping up a two-year project excavating a Bajoran temple complex (or similar ruin appropriate to your series). He and his team members are on the station waiting for a transport to take them to a symposium on Risa. When the idol appears, he contacts the ranking officer and petitions for the crew to capture the object so that Federation science personnel—that is, himself—can study it. He babbles on about the possibility of establishing a research foundation around the idol. Play him as an enthusiastic, slightly naïve researcher who sees in the idol a career jackpot.

In truth, R'garet is no Bolian—he's really Darus, a deep-cover agent of the Dominion genetically altered to appear Bolian. He killed the real Professor R'garet over a year ago, and used his archaeological project as a cover to spy on nearby Bajoran military installations. His presence on the station at this time isn't sheer luck—Dominion forces elsewhere in the quadrant detected the idol's last two appearances and predicted that it would emerge where it did. It has scanned the contents of several Vorta and Jem'Hadar ships, and the Dominion wants to study it—they hope its wormhole-generating abilities will provide a way to reopen the Bajoran wormhole and bring their reinforcements through. Failing that, they want to destroy it.

While interacting with R'garet, the following Tests can provide clues to his imposture:

A character engaging him in conversation about his work and making a Moderate (7) Social Sciences

(Archaeology) Test will discover that he knows less about Bajoran archaeology than the Crew member.

A Moderate (7) Receptive Empathy or Challenging (11) Medical Sciences (Psychology) indicates that he's hiding something and is afraid to get caught.

A search of his quarters (requiring a Routine (4) Search Test) reveals a piece of Dominion technology:

Routine (4) Systems Engineering (Communications Systems): It enables him to send encrypted communications in a wave form that mimics normal subspace background radiation.

Moderate (7): It is currently tuned to a relay in a Dominion-held system.

A chat with any of his team members (all of whom are completely fooled and believe him to be R'garet) reveals that the symposium on Risa is only slightly related to their field of study, and that R'garet chose to go at the last minute.

The Approach

Claiming Federation credentials, R'garet approaches the Crew and tells them that the Federation will surely want to preserve this great cultural treasure for study by reputable experts. He has influential friends in Starfleet who will surely agree with him, he says. Sure enough, shortly after his departure, an admiral named Terence Osby sends a message urging that the Crew claim the idol as a galactic heritage item for study by the professor. Osby is outside the chain of command for the characters' station, and assures the Crew that his request should be considered a recommendation, not an order. He does say that he'll owe them all a big favor if they help his old friend.

MORE PRESSURE

If you need more scenes to occur on the station, the following events occur after the first four approaches:

A delegation of Klingon civilians, adherents of Trenar's sect, urges the Crew to recognize the obvious claim of the Klingon people to this sacred object. Some of them may, in that uniquely Klingon manner, become insistent.

R'garet / Darus

Fitness 2
- Strength +1
- Vitality +1

Coordination 2
- Reaction +1

Intellect 2
- Perception +1

Presence 1
- Willpower +1
- Empathy -1

Skills

Behavior Modification (Resistance) 2 (3)

Demolitions (Sabotage) 2 (3)

Dodge 3

Energy Weapon (Phaser) 3 (4)

Espionage (Covert Communications) 3 (4)

Fast Talk 3

Personal Equipment (Tricorder) 1 (2)

Unarmed Combat (Jem'Hadar Combat) 3 (4)

Advantages/Disadvantages

Alertness (+2)

Quick-draw (+2)

Dark Secret (–3)

Wound Levels: 3/3/3/3/3/3/0

Roleplaying Notes

Darus is quite skilled at impersonating R'garet; play him using the notes for the real professor. If unmasked, he is tight-lipped and unrepentant.

DaiMon Akon contacts the Crew in tandem with Trenar to say that they've formed an unlikely alliance. If the Crew releases the idol to the Ferengi, he'll sell it to Trenar's religious organization.

A second Romulan warbird shows up to underscore Obolos' claim to the statue. (If possible, make this a Romulan commander and/or ship with which the characters have had past dealings.)

Investigating the Idol

Characters can only get inside the idol by transporting there. Earlier, the characters were ranked according to their aggression-related skills; only the half of the Crew with low totals can transport into the idol. When other Crew members try to do so, they experience brief, vivid memory flashbacks of violent incidents from their previous careers and fail to travel anywhere. The idol's programming has screened them out due to what it interprets as their propensity for violence. (The Romulans and Dominion have tried to beam personnel aboard but have failed altogether.)

Any character who attempts to use a phaser or engages in any other activity which might be considered violent is immediately transported back to the station by the idol.

Origins

The idol was constructed 15,000 years ago by a now-extinct civilization which rose and fell long before any present society. Its people were spiritualists and explorers who considered the accumulation of knowledge as the highest act of veneration of their gods. The idol is both a representation of their chief deity and a probe which gathers and stores information gleaned from its drift through the universe.

The Crew is unlikely to learn these facts; the idol is meant to remain enigmatic. They're presented here so you can react appropriately when Crew members do unanticipated things.

Inside the Idol

The interior of the idol is unlit; the Crew will have to illuminate it with their tricorders or hand-held lighting devices. It smells musty; the air quality, though breathable, has degraded over millennia of recycling. None of the interior's surfaces are completely smooth. Any movement kicks up a fine, sandy dust which obscures sight and causes characters to cough or sneeze.

The following information is available upon successful Tests. Failure at one Test does not preclude attempts at others. You'll probably want to allow only one or two Tests between each scene set on the station.

Routine (4) Systems Engineering: The technology of the idol is radically incompatible with anything known to Starfleet, including threat species like the Romulans and Dominion.

Routine (5) Personal Equipment (Tricorder): The cells of the coral-like material are inert and inorganic, but somehow contain great stores of an unknown energy.

Challenging (10) Receptive Telepathy: The idol radiates psi energy; it is in some sense capable of an advanced form of receptive telepathy.

Only if a character thinks to check effects of the idol on the Crew: Moderate (7) Personal Equipment (Medical Tricorder): The Crew members experience heightened engrammatic activity aboard the idol; it appears to be accessing their memories.

Challenging (10) Propulsion Engineering: A huge structure (it takes up over twenty percent of the idol's mass) near the feet of the idol looks like a propulsion system of some kind. This "engine" generated the artificial wormhole it used to appear here. Unfortunately, the technology is completely incomprehensible to the Crew and its sensory equipment.

Moderate (7) Systems Engineering (Computer Systems): Another huge system lines the walls of the idol, which are wrinkled to increase surface area, just like a human brain. This is probably where the data is stored. Accessing the data is for all intents and purposes impossible; the technology is so incompatible that it would take decades just to begin to understand it. The Romulans have no reason to fear the exposure of their military secrets; no known power in the Alpha or Gamma Quadrants will be able to even begin to decrypt the stored data.

The Greeting Panel

Only one section of the idol's interior lacks the brain-like wrinkles; it is a flat, apparently blank panel. But when the panel is touched, coral-like nubs of various sizes begin to move around, forming a series of moving images. (If your players have trouble picturing this, remind them of animated films done with images in sand.) Strange music from unseen speakers accompanies the pictures; the music is obviously short samples of many different styles and instruments (some of it might even be singing; it's hard to tell).

First there is an image of an eight-armed being in the sky. It lands among stooped, humanoid figures, which are dwarfed by it. They bow down before the giant figure. It seems to speak to them, giving them various objects. They touch the objects and adopt an upright posture. The pictures focus in on one of them to provide a bet-

ter view—they are humanoids, with two legs, four arms, powerfully-built chests, and a single oval-shaped head. The eight-armed figure then rises up into the sky and disappears from sight. The humanoid figures build structures: first huts, then short buildings, then vast skyscrapers. Some buildings seems to serve specific functions, such as temples or hospitals; the temples also seem to double as libraries or archives. Finally the people build an idol resembling the eight-armed visitor. It lifts off, this time with a rocket—like plume. Then the images stop, and the panel becomes inert again.

Astute Crew members will identify this as a way of communicating, like the plaque left on the original *Voyager* spacecraft by NASA in the 20th century. The idol is a probe.

Resolution

The Crew can resolve the problem of the idol in at least five ways. All but one have at least some negative consequences which should haunt the Crew as your series progresses.

If the characters decide the idol belongs to DaiMon Akon, they set a terrible precedent, allowing unmanned probes to be defined as abandoned for the purposes of Ferengi salvage activity in Federation space. Ferengi ships begin snagging probes and then ransoming them back to Starfleet. When this becomes known in about six months, the crew suffers –1 Renown. Trenar does not feel that he owes the Crew anything, because his sect will have to pay for the idol.

If the Crew awards the idol directly to Trenar, he views the individual Crew members favorably. He'll be willing to perform a personal favor for them in the future, so long as it is not contrary to his own ambitions.

If the Crew declares the idol to be heritage property for Federation study, the fake R'garet's small transport ship attaches tractor beams to the idol and begins to head, not toward Federation territory, but into Dominion-controlled space. If your series is set during the Dominion War, the Crew suffers –2 Renown for giving the idol to a Dominion spy. If the series is set during the period when the Dominion is known to be a threat but has not yet started the war, the Renown is –1. If the Dominion is not yet well known, R'garet's actions are viewed as curious but not particularly alarming; there is no Renown loss. If they give it to Obolos, see "Departure," below.

The ideal response is to declare that the idol still belongs to the unknown civilization which built it. It's still fulfilling its religious purpose, even if the builders' species and culture is completely unknown to Alpha and Beta Quadrant civilizations. No one, not even the Federation, gets to keep it. The clues about the propulsion system and the robustness of the idol in the face of conventional weapons fire should tell the Crew that the relic is in little danger of being destroyed by Obolos or anyone else.

The final answer nets the Crew 2 Experience Points and 1 Renown. All other responses merit 1 Experience Point and 0 Renown. If R'garet is not unmasked before the sequence described in Departure, lose 1 Renown. If the Crew exposes him before that sequence, gain an additional 1 Renown.

Grudges

This scenario introduces three antagonists who might continue to pop up in your series to vex the Crew. How often, and how vehemently, they do so depends on grudges they may sustain from this incident.

If the Crew does not award the statue to Obolos, he considers it a personal slight and resolves to make trouble for them if he ever sees them again. If he survives the final scene (which is likely only if R'garet has not been unmasked), the characters should deal with Obolos in any Romulan-related scenarios you create in the future.

DaiMon Akon and Trenar are also champion grudge-holders; if they're refused, devise scenarios in which they appear and add to the obstacles facing the Crew.

The Crew suffers no ill-will from R'garet's admiral friend, Osby; he was sincere when he said that he didn't want to bring undue influence to bear on them.

Departure

Unless somehow pre-empted from doing so, Obolos announce his intentions to fire upon the idol if the Crew awards it to someone else.

If R'garet has not been exposed as a spy, his scout-sized ship attempts to attach a tractor beam to the idol before Obolos can fire upon it. Obolos fires upon his ship and

destroys it. Once R'garet is out of the picture, Obolos fires on the idol.

When fired upon, the idol activates its propulsion system, which momentarily opens up a wormhole of its own. It then disappears through its wormhole. The *Ka'ja* pursues, but is only halfway into the new wormhole when the anomaly closes up again. The trapped ship explodes instantly and all aboard are killed, ending the episode with a dramatic explosion.

Stations and Starships

"Welcome back, Captain," Lieutenant Jeridan said.

"Thank you, Lieutenant; it's good to be back," Captain Martinson replied. He looked around briefly at the familiar corridor walls of Starbase 371. He hadn't realized how much he'd missed them; a month at Starfleet Command had left him nervous about what was happening to "his" station while someone else ran things. He had a good crew, no doubt of that, but somehow it was more satisfying to run the place himself.

"Was your trip a fruitful one, sir?"

"Oh, yes indeed," Martinson said with a smile. "Come with me to Ops. And assemble the rest of the command staff; I've got something to show all of you."

A few minutes later, most of Martinson's crew sat patiently at the conference room table. He looked like the cat who'd brought home the canary, but he refused to say anything until everyone was there. Finally the last couple of stragglers arrived.

"Thank you for coming," the Captain said. He inserted an isolinear chip into the conference room table's holoimager. "As you'll all recall, I'm sure, one of the things I planned to do while back home was hit the brass up for some more firepower for the station. I don't have to tell you that the Jem'Hadar have hit us hard a couple times this past year, and we need a way to hit back. Well, for once I seem to have caught them in a moment of weakness." He hit a button on the table's control pad. Suddenly, the blue-white image of a ship filled the air above the table. Everyone sat bolt upright when they saw it.

"A Defiant-class ship, Captain?" Lt. Commander Sa'veriak, the Tactical Officer asked, breathlessly, hopeful.

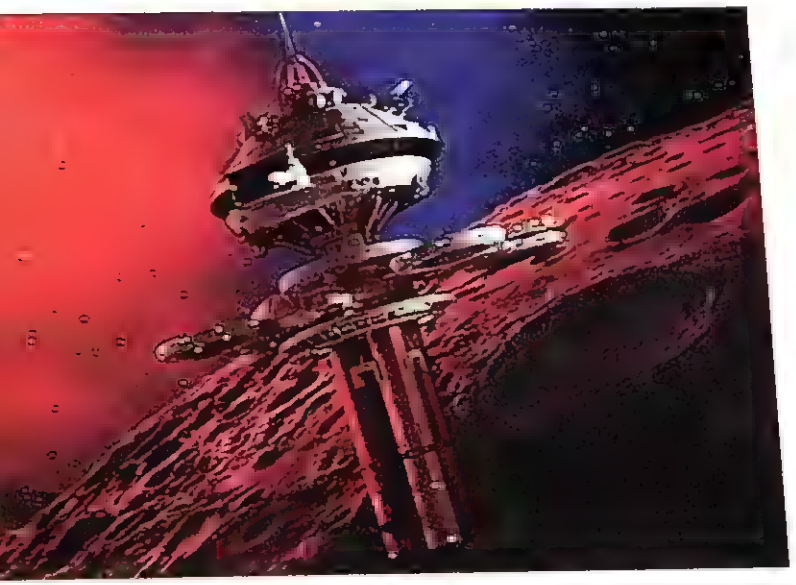
"The U.S.S. Victorious," Captain Martinson affirmed with a grin. "She's arriving in two weeks with a partial crew. You people get to fill the rest of the crew roster. Between now and then I want you to bone up on the ship's performance characteristics and capabilities. We're taking her out for a shakedown cruise to the Chin'toka system in 20 days. Dismissed!"

Starbases and Space Stations

Scattered throughout known space are thousands of facilities known as *starbases* or *space stations*. In a practical sense there is little, if any, difference between the two. "Starbase" is the term preferred by Starfleet and other military and quasi-military organizations, whereas "space station"

denotes a facility dedicated primarily to civilian uses—but such distinctions are mostly academic. In daily usage the terms are more or less interchangeable. The term "starbase" is used throughout the rest of this section to indicate both starbases and space stations.

In many ways, starbases are not very different from starships. They tend to be built with the same technology, have the same facilities, and be run in the same manner. The major difference, of course, is that starbases are immobile. They remain in a fixed location, whether that location is in orbit around a planet, in the center of an asteroid belt, or in deep space in the middle of nowhere. Since they have no need for warp travel, most starbases do not have warp engines; instead, their power needs are provided by fusion systems.



STARBASE TYPES

The Federation, Cardassians, Dominion, and other species commonly organize starbases into several types based on their primary function. Many other ways of categorizing them are available—architectural style/shape/size, military strength, and so on—but function is the most universal system used.

Command starbases are those facilities intended to provide services relating to command, government, administration, or bureaucratic functions. They tend to be relatively large and are often very well defended.

Scientific starbases are devoted to monitoring or studying scientific phenomena (such as nebular contractions, the formation or death of a star, or planetological surveys), conducting scientific research, and so forth. In many instances scientific starbases serve as the platforms for experiments or projects which are too dangerous to perform on a planet or near inhabited areas.

Service starbases provide some service for the organizations which built and/or maintain them. The most common purpose such starbases serve is economic-trade starbases, vacation/resort starbases, and the like. Starbases devoted to routing non-strategic communications are also service starbases. According to studies, approximately half of the Alpha and Beta Quadrants' known starbases are service starbases.

Strategic starbases have some military, defense, security, or espionage function. Many of the bases maintained by Starfleet are strategic bases. These starbases are usually very well armed and defended, have a large complement of ships assigned to them, and so forth. The state of a species' strategic starbase construction programs provides a good indicator of its aggressiveness and/or fear of its neighbors—the more such bases it has or is constructing, the more it expects to need them.

Supply bases are primarily intended to supply or service starships, colonies, and other starbases. While they may sound fairly mundane, the truth is that they are among the most important types of starbase, especially in times of war. Many of the raids conducted by both sides during the Dominion War were targeted at the other side's supply starbases.

Deep space starbases are bases located far away from the owner's defined territory or on its frontiers. They are typically large and are designed to be self-sufficient for long periods of time. Their main purpose is to establish the owner's presence in the base's area and to monitor that area for the owner, but they often serve some other function, such as strategic or scientific.

The final category, **miscellaneous** bases, covers any base which does not fit into one of the above categories. An example might be a base which is a museum or historic relic.

STARBASE TEMPLATE

In the *Star Trek: Deep Space Nine Roleplaying Game*, all starbases are described using a Starbase Template. The Template, similar in design to those used for starships and star systems, provides basic information about a starbase in an easy-to-use format. It gives the Narrator and players a quick way to determine what a starbase's facilities, capabilities, and power are like.

EXPLANATION OF TEMPLATE ELEMENTS

Vital Statistics

This section of the template provides basic identification information about the base.

Type: The starbase's type (Command, Strategic, and so on). If an additional classification scheme is known (such as the Federation system described in the sidebar), the base's classification under that system will also be provided here.

Location: The base's location, including whether it is in space, planetside, and so on.

Commissioning Date: The date on which the base was formally commissioned and opened for use. Of course,

building a starbase can be a major project, and sometimes parts are finished and put into operation before the base as a whole is commissioned.

Hull Characteristics

Starbases have hulls, just like starships. This section rates various qualities of a starbase's hull.

Size/Structure: How large the starbase is. This includes a rough estimate of its size in cubic meters and its number of floors. Describing a starbase's size typically requires a brief discussion of its shape and structure. Starbase sizes tend to vary wildly; even among two similar "models," many of a base's dimensions will change significantly to customize the base for its specific purpose or location.

In game terms, starbases are ranked in Size from 1 to 10, indicating rough relationships in size. Note that Sizes indicated for starbases are not relative to the Size categories for starships, even though a 1 to 10 scale is used for both; all but the smallest starbases dwarf even the largest ships.

The adjacent table provides guidelines for station size ratings.

Resistance: Resistance measures the strength of the starbase's hull—the protection it offers those inside it from outside attack. Resistance is essentially a secondary defensive measure; starbases primarily rely on their shields (see below) to protect themselves. Typically starbases have 3–8 points of Resistance.

Structural Points: The starbase's physical integrity. When weapons damage the base, that damage is subtracted from the base's Structural Points. When a base loses all of its Structural Points, it is completely destroyed.

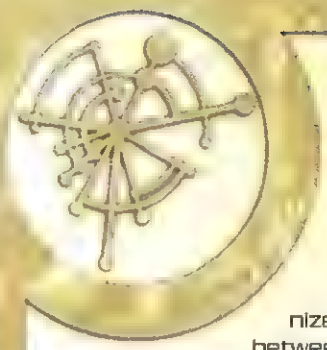
Every base has a number of Structural Points equal to its Sizex75. Thus, a Size 8 strategic base has 600 Structural Points. For bases which are larger than the Size scale, the Narrator should assign a proportional amount of Structural Points.

Docking: Starbases typically have facilities which allow starships to dock at them. This attribute describes the number and type of docking facilities available. Some supply starbases, such as the enormous stardocks where starships are serviced and repaired, have multiple-ship "docking bays," which vary in size and shape.

Personnel Characteristics

This category of starbase attributes describes a base's personnel and facilities.

Crew/Inhabitants/Capacity: The first figure indicates the number of personnel in the starbase's crew (the standard number of personnel assigned to operate it). The second figure is the number of persons who can live comfortably on the station (there may or may not be that many people on the starbase, of course). The final number is the base's abolute maximum personnel capacity (the total number of



Federation Starbase Classification System

The Federation recognizes the basic distinctions between types of starbases used in the Alpha and Beta Quadrants. However, like every large organization, it has its own terminology and classification scheme for starbases. Each type of starbase Starfleet builds is assigned one of a range of Greek letter designations. The letter chosen indicates, roughly, the base's size and crew complement. The higher the letter in the range, the larger and better staffed the base tends to be (and typically the more important as well). For example, when command bases are considered, an Alpha base is larger and more important than a Beta base; a Pi security base has greater strategic value than a Rho base.

Within a category, additional classification systems may be used to indicate the base's function, role, or purpose. For example, the Federation Science Council uses an elaborate codification scheme for the Federation scientific bases which indicates the type of research conducted there, the facilities and equipment the base possesses, and so forth.

Command: Alpha through Delta

Scientific: Epsilon through Kappa

Service: Lambda through Xi

Strategic: Omicron through Upsilon

Supply: Phi through Chi

Deep space: Psi

Miscellaneous: Omega

STARBASE SIZES

Size	*Dimension*
10	64,000,000I–128,000,000 cubic meters (or more)
9	32,000,001–64,000,000 cubic meters
8	16,000,001–32,000,000 cubic meters
7	8,000,001–16,000,000 cubic meters
6	4,000,001–8,000,000 cubic meters
5	2,000,001–4,000,000 cubic meters
4	1,000,001–2,000,000 cubic meters
3	500,001–1,000,000 cubic meters
2	150,001–500,000 cubic meters
1	Up to 150,000 cubic meters

people it can hold and which its environmental systems can support, albeit without significant comfort). Inhabitants and Capacity are in addition to Crew; the Capacity figure includes the Inhabitants figure.

Crew/Inhabitants/Capacity costs Power, which goes to maintain the life support and environmental systems on the base. The Power cost per round depends on the number of people on the starbase (refer to the Starbase Environmental Systems Power table).

Entertainment: The starbase's "creature comfort" facilities, rated from 1 to 10. The higher the number, the more lavish and luxurious the base's standard facilities (of course, even a spartan base may have special luxury areas set aside for commanders and VIPs; these are not considered

in the Entertainment rating). Entertainment 1 indicates the bare minimum—a standard replicator or two without much in the way of a selection, no holosuite, maybe a small gymnasium-type area. Entertainment 5 indicates a reasonable supply of replicators and eating facilities, holosuite access (often rationed or on a pay-per-use basis), modest sports and recreation facilities, and so on. Entertainment 10 describes a lavishly appointed starbase with state-of-the-art entertainment facilities, including multiple holosuites, live entertainment, and room service—the works!

As a rule of thumb, a starbase's Entertainment rating tends to indicate the quality of life there. The higher the Entertainment rating, the more enjoyable it is to live on the base—the better the medical care and facilities, the more turbolifts there are, the easier life is, the safer the base tends to be, and so forth.

Entertainment systems cost Power—3 Power per point of Entertainment (thus, an Entertainment 8 starbase must spend 24 Power per round to keep all of its entertainment facilities operating). In the event of an attack on the starbase, Entertainment is often one of the first things shut off, since basic food services will still be maintained by the environmental systems.

Systems Characteristics

This category of attributes describes a station's basic operating systems.

Computers: The number of core computers a starbase possesses to support all computer functions. A starbase is considered to have one core computer for every 2 points in this category. All core computers must be disabled to compromise computer control of the base. Even then, Engineering may be able to link subprocessors throughout a base to form a primitive computer to keep the base operating.

Computers cost 1 Power per point of Computers. Thus, Deep Space 9, which has 6 points' worth of Computers, must spend 6 points of Power per round to keep all of them operating at peak efficiency.

Transporters: The number of personnel and cargo transporters on board the base (cargo transporters can, of course, also transport people). Both types of transporters have a range of about 40,000 kilometers. Transporters cannot be used while a base's shields are up, nor can personnel transport into any area protected by shields.

The Power cost for transporters varies by base, depending upon the number and type of transporters it has. Typically the cost is 1 Power for every two transporters. If power to the transporters is reduced, the transporters' range and ability to "punch" through interference is proportionately reduced.

Tractor Beams: The number, type, and location of the base's main tractor beams. Tractor beams can latch on to very large masses; towing ability is a function of fusion reactor power available.

Starbases use the Tractor Beam Table, provided in the Starships section of this chapter, to indicate how much they can move with their tractor beams. The Power cost is identical to starships (2 Power per rating used, per round). In some cases a starbase's tractor beams will not

STARBASE ENVIRONMENTAL SYSTEMS POWER TABLE

Power Cost per Round	Number of Persons
1	1–10
2	11–50
3	51–100
4	101–400
5	401–800
6	1,600–5,000
7	5,001–15,000
8	15,001–30,000
9	30,001–60,000
10	60,001–120,000
	...and so on

STARBASE SECURITY TABLE

Security Rating	Personnel and Security
1	**Head of Security:** Security [choose Specialization] 2 (3) **Security Personnel:** Security [choose Specializations] 1 (2) **Base Difficulty for Illegal Activities:** Routine (4)
2	**Head of Security:** Security [choose Specialization] 3 (4) **Security Personnel:** Security [choose Specializations] 2 (3) **Base Difficulty for Illegal Activities:** Moderate (6)
3	**Head of Security:** Security [choose Specialization] 4 (5) **Security Personnel:** Security [choose Specializations] 2 (3) **Base Difficulty for Illegal Activities:** Challenging (9)
4	**Head of Security:** Security [choose Specialization] 4 (5) **Security Personnel:** Security [choose Specializations] 3 (4) **Base Difficulty for Illegal Activities:** Difficult (12)
5	**Head of Security:** Security [choose Specialization] 5 (6) **Security Personnel:** Security [choose Specializations] 3 (4) **Base Difficulty for Illegal Activities:** Near Impossible (15)

be able to function all the way up to rating 10. If so, this will be indicated in the description in the template. For example, Deep Space 9's tractor beams can move a maximum of 2,300,000 metric tons at a range of 2.5 kilometers, indicating that its tractor beams' highest rating is an 8.

Power: This attribute indicates the amount of Power which a starbase's fusion power systems can generate per round. In ordinary circumstances, keeping track of Power generation and expenditure is unnecessary; a starbase can be assumed to have sufficient Power to operate all of its systems. Power use should only be monitored in combat, where it may be necessary to shift Power between systems to strengthen the shields, boost the power to the phaser banks, and so forth.

Sensor Systems

The attributes in this category rate a base's sensor systems, including their gain (which is represented by a bonus to any Shipboard Systems (Sensors) Test Results made with the sensor) and range.

Long-range Sensors: The strength of the long-range sensor array, a set of subspace devices which can detect things at faster than the speed of light. Its range is rated in light-years. Long-range sensors cost 6 Power per round to use. For every +5 Power supplied to them, the user may add +1 to his Shipboard Systems (Sensors) Tests.

Lateral Sensors: The lateral sensor arrays are smaller sensors which usually can only sense at the speed of light (or less); their range tends to be limited to one light-year or so.

Lateral sensors cost 4 Power per round to use. For every +5 Power devoted to them, they provide an additional +1 to Shipboard Systems (Sensors) Tests.

Sensors Skill: When the Narrator does not know the Shipboard Systems (Sensors) skill rank of the person(s) operating a starbase's sensors, this characteristic indicates the presumed skill level of the sensor operator (assume an Intellect of 2). When using the Sensors Skill characteristic, bonuses for the gain of a sensor should not normally be applied.

Internal Security

When the Narrator does not have the time or desire to prepare character sheets and other information indicating how thorough and intrusive the security is on a starbase, and how competent the security personnel are, he can use this rating to determine the presumed level of security. It ranges from 1 to 5, as indicated by the Starbase Security Table.

A starbase will have at least one jail cell or similar confinement facility per point of Internal Security (and often more), plus equivalent related resources. Internal Security costs no Power.

Weapon Systems

Starbases are often heavily armed (particularly if they are strategic or command bases). Like starships, they are typically armed with beam and missile weapons, which are fired with the Shipboard Systems (Tactical) (or (Weapons Systems) skill. Starbase weapons system attributes are the same as those for starships (see page 214).

Defensive Systems

This attribute rates the defensive shields which protect the base. Base shields are often quite strong. They function identically to starship shields (see page 215), except that starbases have four shields instead of two. For ease of play, the shields can be referred to as aft, forward, port, and starboard, with the Narrator defining which side of a base is considered to be "forward."

Ships

Most starbases have at least one or two ships assigned to them, and often more. This section of the Starbase Template describes the ships assigned to a particular station (or, in the case of templates for "generic" stations, the base's typical ship complement).

STARBASES 211 AND 257

Type: Strategic (*Sigma* class)
Location: Bajor Sector
Commissioning Date: 2362 (211)/2371 (257)
Hull Characteristics
Size/Structure: 4/Standard Starfleet "diamond platform" structure
Resistance: 5
Structural Points: 300
Docking: Docking ports for up to seven ships of *Nebula*-class size or smaller are available. Larger ships must enter orbit around the station.
Personnel Characteristics
Crew/Inhabitants/Capacity: 258/94/18,000 [8 Power/round]
Entertainment: 4 [12 Power/round]
Systems Characteristics
Computers: 4 [4 Power/round]
Transporters: 10 personnel, 6 cargo [8 Power/round]
Tractor Beams: 1 ventral, 1 dorsal, 4 spaced evenly around the base's midsection [2 Power/rating/round]
Power: 410
Sensor Systems
Long-range Sensors: +2/15 light-years [6 Power/round]
Lateral Sensors: +2/1 light-year [4 Power/round]
Sensors Skill: 4
Internal Security: 4
Weapons Systems
Type X Phasers
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Photon Torpedoes
Number: 3,500
Launchers: One dozen launchers covering all arcs around the station
Arc: All (720 degrees)
Range: 15/350,000/1,500,000/4,050,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 4
Defensive Systems
Starfleet Deflector Shield
Protection: 80/80/80/80 (120)
Power: [80]
Ships: Three *Danube*-class Runabouts; five Type VI and XV shuttlecraft; six work bees
Notes/Description: This template covers the other two starbases in the Bajor Sector, numbers 211 and 257. Although built several years apart, they use roughly the same design plan. Originally built to help keep an eye on the Cardassians and to deal with the Maquis problem, they have assumed newfound importance since the Dominion War broke out. In addition to their general strategic purposes, they serve to reinforce Deep Space 9's forces and help to keep DS9 supplied.

STARDOCK

Type: Supply
Location: Varies
Commissioning Date: Varies
Hull Characteristics
Size/Structure: 9/standard Starfleet "spinning top" design
Resistance: 6
Structural Points: 675
Docking: Four docking bays; two dozen additional docking ports able to dock ships of up to *New Orleans*-class size or smaller
Personnel Characteristics
Crew/Inhabitants/Capacity: 3,450/3,500/45,000 [9 Power/round]
Entertainment: 7 [21 Power/round]
Systems Characteristics
Computers: 8 [8 Power/round]
Transporters: 48 personnel, 110 cargo and personnel [79 Power/round]
Tractor Beams: 20 tractor beam arrays arranged to cover all arcs around the station [2 Power/rating/round]
Power: 650
Sensor Systems
Long-range Sensors: +1/17 light-years [6 Power/round]
Lateral Sensors: +1/1 light-year [4 Power/round]
Sensors Skill: 4
Internal Security: 3
Weapons Systems
Type IX Phasers
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 18
Power: [18]
Photon Torpedoes
Number: 1,500
Launchers: 20 launchers covering all arcs around the station
Arc: All (720 degrees)
Range: 15/300,000/1,000,000/3,000,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 4
Defensive Systems
Starfleet Deflector Shield
Protection: 75/75/75/75 (105)
Power: [75]
Ships: Twenty Type IV, VI, X, and XV shuttlecraft; 50 work bees
Notes/Description: This template represents a typical spacedock facility, such as Starbase 84. The most common design

for such facilities is the one Starfleet refers to as a "spinning top" or "space mushroom"—a long column with a large, disk-shaped area on top of it. The disk area contains the enormous docking bays, each capable of holding three or more *Galaxy*-class starships for repairs and resupplying.

Compared to a strategic base, a stardock is not heavily armed or well protected; stardocks usually are not built anywhere near Threat areas, so the need for heavy armament is slight. However, in the event of an attack, it can always call upon the services of the many ships docked at its facilities to defend it (in addition to using its own weapons, of course), making it a very difficult target indeed.

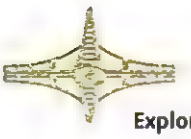
CARDASSIAN/DOMINION STARBASES

ALTENEK NOR ORBITAL SHIPYARDS

Type: Supply (shipyard)
Location: Altenek System, Cardassian Empire
Commissioning Date: 2373 (est.; exact date unknown)
Hull Characteristics
Size/Structure: 7/Cardassian "module web" structure
Resistance: 8
Structural Points: 525
Docking: 7 docking bays (each able to hold/construct two *Keldon*-class starships); 25 docking ports capable of docking *Keldon*-class and smaller ships
Personnel Characteristics
Crew/Inhabitants/Capacity: 4,263/2,100/22,000 [8 Power/round]
Entertainment: 5 [15 Power/round]
Systems Characteristics
Computers: 6 [6 Power/round]
Transporters: 14 personnel, 24 cargo [19 Power/round]
Tractor Beams: 8 tractor beam arrays capable of covering all arcs around the station (est.) [2 Power/rating/round]
Power: 500
Sensor Systems
Long-range Sensors: +1/15 light-years [6 Power/round]
Lateral Sensors: +1/1 light-year [4 Power/round]
Sensors Skill: 4
Internal Security: 4
Weapons Systems
Spiral-Wave Disruptors
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Disruptor Wave Cannons
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]
Photon Torpedoes
Number: 5,000
Launchers: 24 launchers covering all arcs around the station
Arc: All (720 degrees)
Range: 15/300,000/1,000,000/3,000,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 4
Defensive Systems
Cardassian Deflector Field
Protection: 80/80/80/80 (120)
Power: [80]
Ships: Two *Galor*-class warships; 6 *Hideki*-class fighters; 12 shuttlecraft; 30 work bee-style craft
Notes/Description: Following the destruction of the Monac IV shipyard by Starfleet-Klingon forces in 2375, the Altenek Nor Orbital Shipyards became one of the most, if not the most, important ship construction and repair facilities in Cardassian space. It is built in what Starfleet refers to as the Cardassian "module web" style—a dozen or more sub-bases connected by extensive networks of enclosed walkways and space catwalks.

TYPICAL CARDASSIAN/DOMINION BASE

Type: Strategic
Location: Varies
Commissioning Date: Mid-late 24th century
Hull Characteristics
Size/Structure: 6/varies
Resistance: 8
Structural Points: 450
Docking: From 6–15 docking ports, at least half of which are capable of docking a Jem'Hadar battle cruiser (and which thus must often be located at the end of docking pylons or similar structures)
Personnel Characteristics
Crew/Inhabitants/Capacity: 412/100/20,000 [8 Power/round]
Entertainment: 5 [15 Power/round]
Systems Characteristics
Computers: 4 [4 Power/round]
Transporters: 8 personnel, 12 cargo and personnel [10 Power/round]
Tractor Beams: 2–6 [2 Power/rating/round]
Power: 400
Sensor Systems
Long-range Sensors: +2/15 light-years [6 Power/round]
Lateral Sensors: +2/1 light-year [4 Power/round]
Sensors Skill: 4
Internal Security: 5
Weapons Systems
Polaron Beam
Range: 10/30,000/100,000/300,000



Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 25
Power: [25]

Photon Torpedoes
Number: 2,000
Launchers: 4–8
Arc: All (720 degrees)
Range: 15/300,000/1,000,000/3,000,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5

Defensive Systems

Cardassian Deflector Field
Protection: 80/80/80/80 (120)
Power: [80]

Ships: Varies, but usually at least two fighters, four shuttlecraft, and four work bee-type craft.

Notes/Description: This template represents a typical Dominion-Cardassian alliance base. Most such facilities are old Cardassian bases which have been upgraded since the war began, but a few are newer bases constructed mainly by the Jem'Hadar.

Starships

What is a Starship?

A starship is an interstellar craft which uses warp propulsion to enable it to achieve faster-than-light speeds. This broad classification includes many types of vessel, from the old *Daedalus*-class ships to the massive *Galaxy*-class ships to transwarp-capable Borg cubes. Starfleet ships project Federation influence throughout the galaxy and are capable of handling a variety of missions—military, exploration, diplomatic, and humanitarian, to name a few. Perhaps the best known starships in Federation history were the starships *Enterprise*. Starfleet classifies sublight ships like shuttles as craft, while large generation ships like the worldship *Yonada* or sleeper ships like the *S.S. Botany Bay* are usually referred to as spaceships.

Ship Types

The Federation commonly designs ships according to intended function. This is a common practice among star-faring civilizations, although some cultures use fewer designs, and a few use very generalized ships. Most civilizations develop ships based on cultural imperatives. The Ferengi, for example, have only a few warship types (mostly designed for raiding commercial ships) but many cargo and trading vessels. The Klingons have several warship designs but few trading ships. Starfleet starships of the last century have focused on exploration.

Starfleet recognizes the following ship types for purposes of Starfleet vessel design:

Explorers are multipurpose starships capable of performing a variety of duties, from patrolling Federation space to exploration and diplomacy. Although their primary function is exploration, these ships come heavily armed, to cope with any threat encountered. Explorers are among the largest Federation starships in service, usually stocked for multiyear missions. The *Galaxy* class is the best-known example of an explorer.

Cruisers are medium- to large-sized starships primarily intended for military, patrol, interdiction, and related duties. However, like explorers, they can perform many other types of missions, such as escort duty or diplomatic relations. *Nebula*-class ships are cruisers.

Frigates are small- to medium-sized starships. Though designed primarily for patrol and interdiction duties, they can also perform some other functions. Frigates are well-armed for their size and generally well equipped for a long service life. *New Orleans*-class ships are frigates.

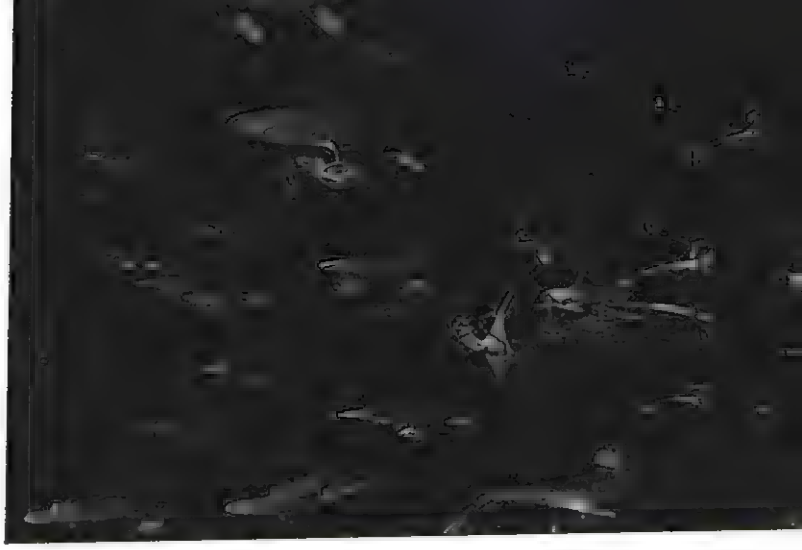
Scouts are small ships used to make short-range expeditions into unknown territory and report back to a starbase, usually in person. Starfleet designs its scout ships to be self-sufficient and capable of sustained high-warp speeds, but they are generally stocked only for one-year missions. Scouts are usually well armed for their size, but no match for a dedicated warship. They come equipped with plenty of long-range probes for exploration missions, paving the way for future scouting missions.

Couriers are transport vessels dedicated to delivering highly sensitive, rare, and valuable cargo or diplomatic personnel. Equipped with powerful warp engines, couriers can achieve high warp speeds. They have low mass, small crews, functional passenger quarters, and limited cargo space. Although not heavily armed, they often possess powerful deflector shields.

Escorts tend to be small, heavily armed and shielded, combat-oriented ships. Their typical mission is to protect convoys or patrol space near strategically important sectors or starbases. Because of their small size and limited operations theater, escorts require regular resupply and maintenance at a starbase. Escorts tend to be inexpensive to produce but draining in maintenance. Starfleet observers note that one can tell Starfleet's strategic expectations by watching its escort ships: When escorts are produced in large numbers, Starfleet expects a period of hostilities; when they are being decomissioned, Starfleet expects peace. The *Defiant* class is the best known class of escorts in the current Starfleet arsenal.

Fighters are tiny starships with short ranges, limited warp capability, relatively powerful tactical, systems and small crews (often a single pilot).

Surveyors handle long-term scientific or cultural studies, often within a particular broad class of research. Stellar survey ships concentrate on astronomical phenomena and confirm or update astro-navigational charts; science ships collect data on known and rare physical phenomena; cultural observers perform long-range and covert short-range surveys on prewarp civilizations. Surveyors tend to be equipped for long-term, short-range missions; they have powerful sensors but weak tactical systems. *Oberth*-class vessels are surveyors.



Tankers are fuel transports, usually carrying large amounts of deuterium. Generally slow and poorly armed, tankers usually have strong structural integrity fields to prevent leakage.

Cargo carriers are transport vessels primarily used for moving cargo from planet to planet. Most Starfleet cargo carriers move supplies which cannot be replicated (or are difficult to replicate), such as dilithium, medical supplies, or personal property. Most carriers can attain only moderate speeds and have limited tactical systems.

Transports refer to long-range personnel shuttles. Moderate in size, they have few tactical systems to speak of, and can attain medium-level warp speeds. Transports have a longer range than shuttlecraft.

Most starships are equipped with several types of **Shuttlecraft**—short-range spacecraft with limited tactical systems and limited speed. Shuttles were originally used strictly for intra-system or ship-to-ship transport, but some types of shuttle now possess warp capability. There are several subtypes of shuttle:

Personnel shuttles are primarily used to transport personnel to destinations beyond transporter range or when transporter use is inappropriate.

Larger **cargo shuttles** ferry materials beyond transporter range or when transporter use is inappropriate.

Warp shuttles include inter-system shuttles with a range of about 20 light-years. Recent warp shuttles have gained the nickname "runabouts" and are most commonly used by starbases. The *Danube* class is a good example of a warp shuttle.

Work/construction pods are small one- or two-person shuttles used for EVA work activity, usually starship or starbase construction.

SHIP TEMPLATES

In the *Star Trek: Deep Space Nine RPG*, all starships are described using the same basic Starship Template. This gives Narrators and players a sense of the relative power and capabilities of each vessel, allowing different ships to be related to each other along a common reference scale.

Much like a player character, every starship, from the largest *Galaxy*-class cruiser to the tiniest shuttlecraft, has certain characteristics or "attributes." These rate the ship's capabilities for moving, sensing things, attacking, and defending itself.

EXPLANATION OF TEMPLATE ELEMENTS

Vital Statistics

These characteristics contain basic information about the ship:

Name or Name of Class: The designation of the ship and/or ship class.

Class and Type: This is the ship's class name and designation according to Federation standard protocols, such as "*Galaxy*-class Explorer."

Commissioning Date: Date of prototype launch, if available.

Hull Characteristics

Each ship's hull is rated for three qualities: Size, Resistance, and Structural Points. Hull Characteristics do not require Power.

Size: How large the ship is, both in overall dimensions (approximate length, beam [width at its widest point], and height in meters), tons of weight, and number of decks in thickness. Ship sizes are not necessarily identical from ship to ship, as each is constructed separately and one ship may be slightly smaller or larger than another of the same class.

In game terms, ships are ranked in Size from 1 to 10, indicating rough relationships in size. Size affects how easy it is to hit another ship in combat. The table on page 212 provides guidelines for ship size ratings.

Resistance: Resistance is a measure of the strength of the ship's hull—its capacity to protect those inside it from outside attack. Although starships do not primarily rely on the hull to provide such protection, preferring deflector shields instead, each hull does offer some amount of "armor" that protects the interior of the ship. Typically ships have 1–4 points of Resistance; smaller ships may have no Resistance at all. Ships with ablative armor (such as the *U.S.S. Defiant*) have "extra" Resistance which only offers protection until attacks destroy it.

Structural Points: This characteristic represents a ship's physical integrity. When weapons cause damage to ships, that damage is subtracted from the ship's Structural Points. When a ship loses all of its Structural Points, it is completely destroyed.

Every ship has a number of Structural Points equal to its Sizex20. Thus, a *Galaxy*-class starship (Size 8) has 160 Structural Points. For objects larger or smaller than the Size scale, the Narrator should assign a proportional amount of Structural Points; for example, a standard Borg cube would have at least 3,200 Structural Points (!).

Operations Characteristics

The Operations Characteristics reflect the capabilities of a ship's crew and some of its less combat-useful equipment.

Crew/Passengers/Evac: "Crew" represents the ship's normal crew complement. Crew levels are fluid, as different missions require slightly different crew sizes. Because of their highly automated nature, most starships can be run with as few as twenty people for short periods. "Passengers" represents the standard number of passengers which the ship can comfortably carry; this number is in addition to the crew. "Evac" represents the maximum number of persons which can be carried on the ship in an emergency situation; this number includes the Passengers.

Crew and passengers cost Power—power to maintain the ship's life support and other environmental systems. The Power cost per round depends on the number of people that the ship can carry.

If power to the life support systems is reduced, either due to damage or because power is diverted to other systems, the Narrator should increase the Difficulty of Fitness Tests (because of reduced oxygen) or impose other penalties or problems for the characters as he sees fit.

Computers: This is the number of core computers a starship possesses to support all computer functions. A starship is considered to have one core computer for every 2 points in this category. All core computers must be disabled to compromise computer control of the ship. Even then, Engineering may be able to link subprocessors throughout a ship to form a primitive computer to keep the ship operating.

Computers cost 1 Power per point of computers. Thus, a *Galaxy*-class starship, which has 6 points' worth of computers, must spend 6 points of Power per round to keep all of them operating at peak efficiency.

Transporters: The number of personnel, cargo, and emergency transporters on board the ship. Note that emergency transporters have no receivers and can only beam out. Personnel and cargo transporters have ranges of about 40,000 kilometers, emergency transporters a range of about 15,000 kilometers. Transporters cannot be used while a ship's shields or cloak are up, nor can personnel transport into any area protected by shields.

The Power cost for Transporters varies by ship, depending upon the number and type of transporters it has. Typically the cost is 1 Power for every two transporters. If power to the Transporters is reduced, the transporters' range and ability to "punch" through interference is proportionately reduced.

Tractor Beams: The number, type, and location of the ship's main tractor beams (shuttle bay and Reaction Control System tractor beams are not included). Tractor beams can latch on to very large masses; towing ability is a function of engine power available.

The Tractor Beam Table on page 214 provides rough guidelines for the mass a tractor beam can move.

Direction Abbreviations in the Starship Template

The following abbreviations are used to describe the directions on the ship when indicating placement of weapons and other equipment:

Forward:	f or fwd
Aft:	a
Port:	p (to the left as one faces forward)
Starboard:	s or stbd (to the right as one faces forward)
Dorsal:	d or dsl (the "top" of the ship)
Ventral:	v or vnl (the "bottom" of the ship)

These directions are combined as necessary: forward dorsal is fd, aft ventral is av, and so on.

Propulsion and Power Characteristics

Perhaps the most important of a starship's systems are those which provide it with power and the ability to move. This category of characteristics covers those properties.

Warp System: This characteristic describes the ship's warp capability (if any). Listed in order and separated by slashes are the ship's Standard speed (the speed at which it commonly cruises through space), its Sustainable speed (the highest speed it can maintain without stressing the ship or its engines), and Maximum speed (the highest speed it can attain). Listed with the Maximum speed is the length of time the ship can maintain that speed. Running at Maximum speed beyond that time risks damage to the engines (the Narrator should roll two dice; on a result of 2, 3, or 4, the engines are damaged and lose 25% of their speed and ability to produce Power).

Navigation

To get from point A to point B, you need to know where you are going. This requires the ability to navigate, which is the responsibility of a starship's Flight Control Officer (Conn). There are three ways the Conn can input navigational data. Use these as color for your own *Star Trek* episodes.

Relative heading and bearing: Starships are considered to be at the center of two 360 degree circles: the azimuth (horizontal to the ship's gravity plane) and the elevation. The ship's relative heading is defined as 000 on the azimuth and 0 on elevation, referred as a heading of 000 mark 0. Another object's bearing is defined on these planes: an object exactly 90 degrees port and 45 degrees "above" is bearing 90 mark 45. Relative bearing can also be used to determine flight path by ordering a heading of, for example, 290 mark 35. Once the ship has been turned and is proceeding on the new course, the ship's computers reorient the relative heading, making the current direction 000.0.

Absolute heading: This refers to a ship's heading on astronomic charts. This method uses azimuth/elevation bearings based on the center of the galaxy. A ship moving on heading 000 mark 0 is heading directly toward the galactic core. This navigational method is useful for communicating galactic coordinates, especially to civilizations using alien navigation protocols.

Analog: The analog method involves proceeding toward a previously catalogued destination or landmark, requiring the ship's navigational computer and database to be online. This is the easiest method of navigation, as the Conn need only enter the intended destination by name. Analog destinations can be planets, star systems, sectors, starbases or even abstract areas like "the Neutral Zone."

Celestial navigation can be tricky. Navigation must take into account changes like differential galactic rotation, stars going supernova or collapsing into black holes, and the wide array of moving stellar bodies that flight must avoid. Each spacefaring species compiles an enormous database of navigational information to simplify this process. Exploratory craft, powerful subspace observatories like the Argus Array, and scientific exchange treaties continuously update these databases. To aid in navigation, starships rely on artificial navigational devices and natural celestial objects.

Artificial Navigation Aids

Artificial navigation devices include Federation Timebase Beacons, navigation buoys, and subspace radio relays placed by Starfleet for use by Federation ships. These aid in navigation by transmitting navigational datafeeds on subspace radio. Each Federation sector has at least one navigation buoy; hazardous sectors have many more. Loss of contact with these navigation aids increases the navigation Difficulty by +1 or +2. This is not crucial, as any starship should be able to navigate by celestial phenomena.

Stellar Navigation Aids

Any competent pilot can navigate using known celestial reference points. Ancient techniques such as navigating by the stars are unreliable in space, as constellations visible from Earth lose their shape even a few degrees away. The most reliable method is to use the long-range sensors to locate a variety of celestial navigational objects, such as stellar pairs, black holes, pulsars, nebulae, and distant quasars. Starship navigation databases include spectral signatures for thousands of known celestial objects. As long as a starship can maintain sensor contact with the these phenomena, it is very difficult to get lost. Navigating without natural navigation references increases the Difficulty by +6.

Making Skill Tests

Normally, navigation doesn't require a Test. For routine operations, as long as the external sensors remain operational, most Starship Systems (Flight Control) Tests will be made against a Routine (3) Difficulty. When necessary, navigation Tests can be called for when the course is being plotted (using stellar maps across known areas, using known routes) or when an unexpected phenomenon appears (an uncharted asteroid crosses the ship's path or a subspace rift opens in front of the ship). However, in most ordinary situations no Test should be needed.

There may be times when the Narrator calls for a Test, such as when a ship travels through a nebula, near massive gravity wells, or in a plasma storm (where the sensors are adversely affected), or because of a technological failure. The Difficulty should be determined by the Narrator based on the situation, such as the violence of the ionic storms within a nebula, the strength of the gravity well, and so forth.

Condition	Difficulty
Open space	Routine (3)
No artificial aids (FTB, radio relays)	+1 or +2 Difficulty Number
Inability to detect celestial navigation constants	+6 Difficulty Number
Dangerous area (nebula, ion storm, plasma storm)	+1 to +6 Difficulty Number (depending upon strength of phenomenon)
No sensors or computer	+12 Difficulty Number

Due to an uncharted wormhole, the U.S.S. Lexington *finds itself in an unfamiliar region of space. The wormhole has damaged the sensors and the ship finds itself far from any Federation navigational aids. The ship is effectively blind (though the main viewscreen works). Lieutenant Carstairs can set a course using an absolute heading, but the Difficulty is Nearly Impossible (15)—a base of Routine (3), +12 for total lack of sensors or computers.*

Starship Size

Size	Example
10	Romulan *D'deridex*-class warbird
9	*Sovereign*-class starship (*U.S.S. Enterprise-E*)
8	*Ambassador*-class starship (*U.S.S. Enterprise-C, U.S.S. Gandhi*).*Galaxy*-class starship (*U.S.S. Enterprise-D*). Klingon *Negh'Var*-class warship. Jem'Hadar battle cruiser
7	*D'Kora*-class Ferengi Marauder. *Excelsior*-class starship (*U.S. S. Crazy Horse, U.S.S. Enterprise-B*). *Nebula*-class starship (*U.S.S. Phoenix, U.S.S. Sutherland*). *New Orleans*-class starship (*U.S.S. Kyushu, U.S.S. Thomas Paine*). Klingon *Vor'cha*-class ship
6	Cardassian *Galor*-class ship. *Constitution*-class starship (*U.S.S. Enterprise*)
5	Miranda-class starship (*U.S.S. Reliant, U.S.S. Lantree*). *Constellation*-class starship (*U.S.S. Stargazer*)
4	*Defiant*-class escort. Klingon *K'Vort*-class ship. *Saber*-class starship (*U.S.S. Yeager*)
3	*Oberth*-class starship (*U.S.S. Grissom, U.S.S. Tsiolkovsky*). Romulan scout ship. Klingon *B'rel*-class starship. Jem'Hadar attack ship
2	Shuttlecraft. *Danube*-class runabout
1	Type 15 shuttlepod, any class of probe

Like many asteroids and other stellar objects, Borg cubes transcend the levels of scale shown on the Starship Size Table. Grant any ship that fits on this scale a flat +8 to hit a Borg cube.

Environmental Systems Power

Power Cost per Round	Number of Persons
1	1–2
2	3–8
3	9–32
4	33–125
5	126–500
6	501–2,000
7	2,000–8,000
8	8,001–32,000
	...and so on

Warp System costs 2 Power per round for every warp factor being maintained. Thus, a ship moving at warp factor 5 would have to spend 10 Power per round to maintain that speed. However, since combat rarely takes place at warp speed, this cost usually does not come into consideration during play.

Impulse System: This characteristic represents a ship's Impulse speed. This speed is expressed in terms of the percent of c (the speed of light) that the ship can attain. Both the Sustainable and Maximum speeds are listed. See the "Technology" Chapter on page 229 for more information on Impulse engines.

Impulse System costs 1 point of Power per round for every .10 of lightspeed being maintained. For example, a ship flying at .75 Impulse would spend 7 Power per round.

Although most ships can exceed .25 c during combat or in emergency situations, .25 c remains the Starfleet standard for "full impulse." Beyond this speed, it is often more efficient to travel at warp speeds (however, high impulse speeds are often necessary during battle).

Power: On a starship, the warp core and main impulse engines provide power to all ship systems, everything from the environmental systems and computers to weapons and shields (auxiliary fusion generators and seocndary impulse engines may also provide power for most systems, and certainly for life support, in the event of an ejection of the warp core, damage to the warp engines, or similar occurrences). On a starship, power is provided by a fusion generator. Every system on a starship or station requires a certain amount of power each round to function. This is expressed as a number of points. For example, to maintain environmental systems on a ship which carries four people costs 2 Power per round of battle (see the Environmental Power Systems Table.

Power represents the amount of power the warp core and related systems can produce per round. A ship can produce a number of points of Power per round equal to its Power characteristic. Power can be rerouted between systems to give some systems greater power; see "Rules of Engagement," page 134, for details.

Sensor Systems

These characteristics detail a ship's sensors—its eyes and ears in space. Sensors are rated for their gain (which is represented by a bonus to any Shipboard Systems (Sensors) Test Results made with the sensor) and range.

Long-range Sensors: The long-range sensor array, located behind the main deflector in most starships, is a set of subspace devices which can detect things at faster than the speed of light. Its range is rated in light-years.

Long-range sensors cost 6 Power per round to use. For every +5 Power devoted to them, they provide an additional +1 to Shipboard Systems (Sensors) Tests.

Lateral Sensors: The lateral sensor arrays are smaller sensors which usually can only sense at the speed of light (or less); their range tends to be limited to one light-year or so.

Lateral sensors cost 4 Power per round to use. For every +5 Power devoted to them, they provide an additional +1 to Shipboard Systems (Sensors) Tests.

Navigational Sensors: These sensors collect and process the data needed to keep a ship on the proper course. They are tied into the long-range and lateral sensors; their range is based on those sensors' range. They cost 5 Power per round to use; however, they are rarely used during combat situations, so this cost usually does not come into consideration during play.

Cloak: A cloaking device is a form of electronic countermeasure which prevents a cloaked ship from being detected with

Warp Theory

Starships employ warp propulsion as their primary mode of travel. Whether through matter/antimatter annihilation or some other process, such as a quantum singularity, this propels the ship at speeds faster than light. Without warp drive, ships would be unable to traverse the vast interstellar distances between planets. The Narrator should understand the principles behind warp travel so that he can accurately portray faster than light travel and understand how it affects his game.

The warp drive employs controlled matter/antimatter annihilation to provide the energy needed to travel faster-than-light. The problems of time dilation, mass, and travel time are solved by the creation of asymmetrical spatial distortion fields known as the warp field. Warp drives produce a series of nested layers of warp field energy (through the nacelles). Each layer exerts a controlled amount of force forward. This produces the necessary transition into subspace, where the laws of normal relativistic space do not apply.

For the technical details behind the warp drive, see the "Technology" chapter on page 247.

Travel Times

Warp speed comes into play when players want to know how long it takes to travel between two points in the galaxy. Often, the captain, or other commanding officer, simply gives the Conn flight instructions, including speed.

The requirements of the story should dictate the length of a trip. If the adventure calls for the starship to travel to Rigel IV, it's no fun if the journey takes three weeks. The Crew could lose sight of its objective and easily become distracted. While it may be realistic—and you can always skip over the time by saying "You arrive three weeks later"—doing so lessens the dramatic tension. You want to get them there fast. Luckily, with warp speed, you can fudge things a bit. If you need the Crew to fly across a sector in seven days, have them travel at warp factor 8. If they need to fly roughly the same distance in four days, they can travel at warp 9.2.

At the same time, if you establish a definitive distance between two planets—Earth and Qo'noS, for example—you should stick with it. Remember that concrete distances can limit your storytelling ability. ("Hey, last week it took us 57 days at warp 6 to travel 60 light-years.") Generally, it's better simply to state distance in terms of travel time at standard warp speed (approximately warp factor 6.5); if the Crew wants to go faster, you can always increase the speed.

When handling travel times, consult the Warp Factor Chart, below, and estimate the distance between the ship and its destination. For example, you might assume Valo III orbits a "nearby star" of the Volnar system; thus a trip from Valo III to the Volnar Colony would take five days at warp factor 6. Try to think of distances in multiples of the defined categories. Pedrigal might be farther away from Volnar than Valo III—say three times the distance of a nearby star—thus requiring a trip of fifteen days at warp 6. You should keep track of these estimated distances, so you can refer to them later.

Warp Factor Table

Speed	km/hr	Multiple of c	Earth to Moon	Across Sol System	To nearby star	Across sector	Across UFP	To Andromeda	Notes
Std orbit	400,000	< 0.00001	42 hr	142 yr	558,335 yr	2 mil yr	1 bil yr	223 bil yr	synchronous orbit around Class-M planet
Full impulse	270 mil	0.25	5.38 sec	44 hr	20 yr	80 yr	20,000 yr	8.8 mil yr	normal maximum impulse speed
Warp 1	1 bil	1	1.34 sec	11 hr	5 yr	20 yr	10,000 yr	2 mil yr	Warp 1 = SPEED OF LIGHT
Warp 2	11 bil	10	0.13 sec	1 hr	6 mo	3 yr	992 yr	198,425 yr	
Warp 3	42 bil	39	0.03 sec	17 min	2 mo	1 yr	257 yr	51,360 yr	
Warp 4	109 bil	102	0.01 sec	7 min	18 days	2 mo	98 yr	19,686 yr	
Warp 5	229 bil	214	0.006291 sec	3 min	9 days	1 mo	47 yr	9,357 yr	
Warp 6	421 bil	392	0.003426 sec	2 min	5 days	19 days	25 yr	5,096 yr	
Warp 7	703 bil	656	0.002050 sec	1 min	3 days	11 days	15 yr	3,048 yr	
Warp 8	1.10 tril	1,024	0.001313 sec	39 sec	2 days	7 days	10 yr	1,953 yr	
Warp 9	1.62 tril	1,516	0.000887 sec	26 sec	1 day	5 days	7 yr	1,319 yr	
Warp 9.2	1.77 tril	1,649	0.000816 sec	24 sec	1 day	4 days	6 yr	1,213 yr	normal maximum speed of Federation starships
Warp 9.6	2.05 tril	1,909	0.000704 sec	20 sec	23 hr	4 days	5 yr	1,048 yr	
Warp 9.9	3.27 tril	3,053	0.000440 sec	13 sec	14 hr	2 days	3 yr	655 yr	
Warp 9.99	8.48 tril	7,912	0.000170 sec	5 sec	6 hr	22 hr	1 yr	253 yr	
Warp 9.9999	214 tril	199,516	0.000007 sec	0.2 sec	13 min	53 min	18 days	10 yr	subspace radio speed with booster relays
Warp 10	<infinite>	<infinite>	0	0	0	0	0	0	Warp 10 unattainable, except with transwarp

Tractor Beams

Rating	Can Move This Much Mass	At This Distance
10	7,500,000 metric tons	1 km
9	5,000,000 metric tons	10 km
8	1,000,000 metric tons	50 km
7	500,000 metric tons	100 km
6	100,000 metric tons	1,000 km
5	50,000 metric tons	2,000 km
4	1,000 metric tons	4,000 km
3	100 metric tons	8,000 km
2	10 metric tons	14,000 km
1	1 metric ton	20,000 km

Tractor beams cost 2 Power per rating every round that they are used. Thus, for example, using tractor beams at rating 7 costs 14 Power per round.

The figures in the table above assume that the tractor beam generators are aboard a fairly large ship (Size 6 or higher). Smaller ships' tractor beams are proportionately less powerful.

Impulse Travel Times

An average, Sol-like star system can be traversed at full impulse (.25 c) in about 11 hours.

Distance	Duration
Cross system	11 hours
Far orbit to star	5 hours
Planet to moon	5.4 sec.
Inner planet to inner planet	20–30 min.
Inner planet to outer planet	1–4 hours

Multiply times by 1.75 for three-quarter impulse, 2 for half impulse, and 4 for one-quarter impulse.

sensors (or normal human senses, either). Cloaking devices require enormous amounts of power—so much so that weapons, shields, and transporters cannot be used while they are active. Romulan and Klingon ships often have cloaking devices; with the exception of the *U.S.S. Defiant*, Federation ships do not, since they are forbidden to have them by the Treaty of Algeron (and, in any event, the devices are not to Starfleet's liking).

Cloaks are rated in terms of a number of points of effectiveness. Each point represents a +1 Difficulty to all Tests to detect the cloaked ship with sensors or senses. Cloaks cost 4 Power per point of effectiveness per round they are in use; no ship's weapons, shields, or transporters may be used while a cloak is activated.

Sensors Skill: For situations when the Narrator does not know the Shipboard Systems (Sensors) skill rank of the persons operating a starship's sensors, use this characteristic as a general indicator of the competence level of the sensor operator. Consider it the equivalent of a Shipboard Systems (Sensors) Skill (assume an Intellect of 2). When using the Sensors Skill characteristic, bonuses for the gain of a sensor should not normally be applied.

Weapons Systems

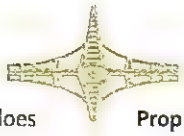
Starships typically carry two types of weapons: beam weapons and missile weapons. Weapons are fired using Shipboard Systems (Tactical) or (Weapons Systems).

Beam Weapons: Beam weapons (such as phasers or disruptors) are rated for five characteristics: Range (the point-blank, short, medium, and long ranges for the weapon, expressed in kilometers), Arc (the combined arcs of fire for the ship's beam weapons; most vessels have a firing arc in all bearings, 720 degrees around the ship), Accuracy (the Difficulty to hit a target with the beam weapon at the various ranges), Damage (the amount of damage the weapon does), and Power (the amount of Power required for each shot).

Beam weapons cost 1 Power per point of damage done up to their maximum listed damage. They can be made to do more damage than their maximum by feeding them more Power—3 Power per additional point of damage up to 125% of their maximum listed damage. This requires a Moderate (6) Systems Engineering (Weapons Systems) or Shipboard Systems (Mission Ops) Test.

Missile Weapons: Missile weapons (such as photon and quantum torpedoes) are rated for eight characteristics: Number (the typical number of torpedoes carried), Launchers (the number and location of the ship's launching systems), Spread (the maximum number of torpedoes which can be launched simultaneously from a single launcher), Arc (the arcs of fire for the ship's missile weapons), Range (the point-blank, short, medium, and long ranges for the weapon, expressed in kilometers), Accuracy (the Difficulty to hit a target with the missile weapon at the various ranges), Damage (the amount of damage the weapon does), and Power (the amount of Power required to arm and fire one or more missiles from a single launcher). Missile weapons are typically self-guided and can correct course to follow a moving target.

Missile weapons cost 5 Power to arm and launch from a single launcher (regardless of how many missiles are launched by that launcher).



Weapons Skill: There will be times when the Narrator does not know the skill level of the character manning the Tactical station. For those times, use this characteristic as a general indicator of the likely level of competence of the weapons officer. Consider it the equivalent of a Shipboard Systems (Tactical) skill (assume an Intellect of 2); it could even represent automated military systems which attack targets without the help of living operators.

Defensive Systems

Defensive systems are those systems which protect the ship—primarily the deflector shields. They have two characteristics: Protection (the standard and maximum levels of protection the shields provide, rated in terms of a number of points) and Power cost. Deflector shields protect a starship as long as they have power, by deflecting the damage caused by weapons. When they are damaged, additional power can be diverted to the shields to keep them functioning. This requires a Moderate (6) Systems Engineering (Weapons Systems) or Shipboard Systems (Mission Ops) Test. See "Rules of Engagement," pages 125, for details.

Shields typically cost 1 Power per point of Protection provided per round, up to their standard level (the full cost for the Protection must be paid even if the Protection has been reduced by incoming fire). Beyond their standard level, they cost 3 Power per round per point of Protection provided up to their maximum level. This cost must be paid per shield; most ships have two shields (forward and aft). Shields' Protection cannot be increased beyond their maximum level.

A Note Oon Power Costs

Whenever a Template element has a Power requirement, the requirement appears in brackets. For example, [6 power/round] means that the system requires 6 points of Power per round to operate at maximum efficiency.

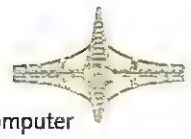
UFP Ships

Galaxy-Class Starship (Standard and Uprated)

Class and Type: *Galaxy*-class Explorer
Commissioning Date: 2356
Hull Characteristics
Size: 8 (642.51 x 463.73 x 195.26m; 4,500,000 metric tons; 42 decks)
Resistance: 4
Structural Points: 160
Operations Characteristics
Crew/Passengers/Evac: 1,012/200/15,000 [8 power/round]
Computers: 6 [6 power/round]
Transporters: 6 personnel, 8 cargo, 6 emergency [10 power/round]
Tractor Beams: 1 av, 1 fd, 1 fv [2 pwr/rating used/round]
Propulsion and Power Characteristics
Warp System: 6.0/9.2/9.6 (12 hours) [Standard]; 6.0/9.2/9.9 (12 hours) [Uprated] [2/warp factor/round]
Impulse System: .75 *c*/.92 c [7/9 power/round]
Power: 200
Sensor Systems
Long-Range Sensors: +2/17 lightyears [6 power/round]
Lateral Sensors: +2/1 lightyear [4 power/round]
Navigational Sensors: +2 [5 power/round]
Cloak: None
Sensors Skill: 5
Weapons Systems
Type X Phaser
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Torpedo Launchers
Number: 250
Launchers: 1 ad, 1 fv, 1 aft in saucer
Spread: 10
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000/3,500,000 [Standard]; 15/350,000/1,500,000/4,050,000 [Uprated]
Accuracy: 4/5/7/10
Damage: 20 (photon torpedo)/30 (quantum torpedo)
Power: [5]
Weapons Skill: 5
Defensive Systems
Starfleet Deflector Shield
Protection: 60 (80)
Power: [60]
Description and Notes
Fleet data: The *Galaxy* class of starships represents a major benchmark in Federation starship design. These highly utilitarian vessels can perform a multitude of missions. Intended for long-term exploration, scientific investigation, and defensive actions, the *Galaxy* class embodies the Starfleet ideal. The *Galaxy* class was built for a long service life, and can accommodate not only a large crew complement, but also their families. In times of danger, a *Galaxy*-class ship can separate its saucer module from the secondary hull to protect the civilians on board. The saucer possesses limited tactical systems and can only achieve sublight speeds; power is provided by auxilary power systems.

The template given above provides information on both the "Standard" model of the *Galaxy* class, which includes most such ships in the fleet; and the "Uprated" model. The Uprated model has a higher maximum speed and is usually equipped with both improved photon torpedoes and quantum torpedoes. Both models have a total of eleven Type X phaser emitters.

Noteworthy vessels/service records/encounters: U.S.S. Galaxy, prototype; *U.S.S. Enterprise-D*, see extensive



documentation; *U.S.S. Yamato*, destroyed by computer failure after contact with Iconian software weapon (2365); *U.S.S. Odyssey*, destroyed in confrontation with the Jem'Hadar in the Gamma Quadrant (2370).

EXCELSIOR-CLASS STARSHIP

Class and Type: *Excelsior*-class Cruiser
Commissioning Date: 2284
Hull Characteristics
Size: 7 (511.25 x 195.64 x 86.76m; 2,350,000 metric tons; 30 decks)
Resistance: 3
Structural Points: 140
Operations Characteristics
Crew/Passengers/Evac: 750/130/9,800 [8 power/round]
Computers: 4 [4 power/round]
Transporters: 4 personnel, 5 cargo, 4 emergency [6 power/round]
Tractor Beams: 1 ad, 1 fv [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: 5.0/9.0/9.2 (6 hours) [2 power/warp factor/round]
Impulse System: .75 c/.9 c [7/9 power/round]
Power: 160
Sensor Systems
Long-range Sensors: +1/15 light-years [6 power/round]
Lateral Sensors: +1/1 light-year [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: None
Sensors Skill: 5
Weapons Systems
Type IX Phaser
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 18
Power: [18]
Type II Photon Torpedoes
Number: 200
Launchers: 1 ad, 1 fv
Spread: 5
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Defensive Systems
Starfleet Deflector Shield
Protection: 48 (70)
Power: [48]
Description and Notes
Fleet data: Originally launched as a testbed for the unsuccessful transwarp drive, the *U.S.S. Excelsior* and the ships which followed it became the workhorses of Starfleet in the late 23rd and early 24th centuries. Though this class enjoyed a long service life, thanks to its versatile design and sturdy construction, production of it has been discontinued. However, many are still on active duty.
Noteworthy vessels/service records/encounters: *U.S.S. Berlin*, patrolled Romulan Neutral Zone in 2364; *U.S.S. Enterprise-B*, destroyed under classified circumstances; *U.S.S. Excelsior*, launched in 2284 and commanded by Captain Hikaru Sulu beginning in 2290; *U.S.S. Fearless*, test-bed for failed experimental warp upgrade in 2364; *U.S.S. Intrepid*, first ship to respond to Khitomer massacre distress call in 2346; *U.S.S. Lakota*, fought *U.S.S. Defiant* during attempted coup in 2372; *U.S.S. Melbourne*, lost in the Battle of Wolf 359 (2367); *U.S.S. Roosevelt*, lost in the Battle of Wolf 359 (2367); Also in service: *U.S.S. Charleston*, *U.S.S. Crazy Horse*, *U.S.S. Gorkon*, *U.S.S. Hood*, *U.S.S. Lexington*, *U.S.S. Tecumseh*, *U.S.S. Repulse*.

NEBULA-CLASS STARSHIP (STANDARD AND UPRATED)

Class and Type: *Nebula*-class Cruiser
Commissioning Date: 2357
Hull Characteristics
Size: 7 (442.3 x 318.11 x 130.43m; 21 decks)
Resistance: 3
Structural Points: 140
Operations Characteristics
Crew/Passengers/Evac: 750/130/9,800 [8 power/round]
Computers: 6 [6 power/round]
Transporters: 4 personnel, 4 cargo, 4 emergency [6 power/round]
Tractor Beams: 1 ad, 1 fd, 1 fv [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: 6.0/9.2/9.6 (12 hours) [Standard]; 6.0/9.2/9.9 (12 hours) [Uprated] [2 power/warp factor/round]
Impulse System: .75 c/.92 c [7/9 power/round]
Power: 190
Sensor Systems
Long-range Sensors: +2/17 light-years [6 power/round]
Lateral Sensors: +2/1 light-year [4 power/round]
Navigational Sensors: +2 [5 power/round]
Cloak: None
Sensors Skill: 5
Weapons Systems
Type X Phaser
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Type II Photon Torpedoes
Number: 250
Launchers: 1 ad, 1 fv
Spread: 8
Arc: Forward or aft, but are self-guided

Range: 15/300,000/1,000,000/3,500,000 [Standard]; 15/350,000/1,500,000/4,050,000 [Uprated]
Accuracy: 4/5/7/10
Damage: 20 (photon torpedo)/30 (quantum torpedo)
Power: [5]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield

Protection: 60 (80)
Power: [60]

Description and Notes

Fleet data: The design of the *Nebula* class of starships is based on Galaxy Class Starship Development Project plans. Although developed after the Galaxy Project was under way, *Nebula*-class ships are roughly twice as numerous as the *Galaxy*-class ships. Like their cousins, *Nebula*-class ships undertake specific, though broadly defined, duties, such as scientific and cultural surveys, threat response, humanitarian relief, and the like. *Nebula*-class ships feature a large upper equipment section, usually used for sensor system augmentation, that can be customized for a variety of mission profiles. (This Template assumes the module is used for sensor systems.) *Nebula*-class vessels have no saucer separation mode.

Noteworthy vessels/service records/encounters: U.S.S. Nebula, prototype; *U.S.S. Monitor,* sent to observe suspected Romulan incursion on Nelvana III in 2366; *U.S.S. Phoenix*, attacked Cardassian ships in 2367 under command of Captain Maxwell; *U.S.S. Sutherland*, participated in blockade of Duras faction during Klingon civil war under command of Commander Data, 2367–2368; *U.S.S. Bellerephon*, destroyed in the Battle of Wolf 359 (2367); *U.S.S. Endeavor,* served in blockade of Duras faction during Klingon civil war, survived the Battle of Wolf 359 with heavy damage; *U.S.S. Hera*, *U.S.S. Merrimack*.

U.S.S. DEFIANT

Class and Type: Experimental Heavy Escort prototype, NX-74205

Commissioning Date: See text.

Hull Characteristics

Size: 4 (170.68 x 134.11 x 30.1m; 355,000 metric tons; 4 decks)
Resistance: 4 + 8 ablative armor
Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 40/10/150 [5 power/round]
Computers: 2 [2 power/round]
Transporters: 1 primary, 1 backup [1 power/round]
Tractor Beams: 1 av, 1 fv [2 power/rating used/round]

Propulsion and Power Characteristics

Warp System: 6.0/9.2/9.982 (12 hours) (see text) [2/warp factor/round]
Impulse System: .75 c/.92 c [7/9 power/round]
Power: 180

Sensor Systems

Long-range Sensors: +2/15 lightyears [6 power/round]
Lateral Sensors: +2/1 lightyear [4 power/round]
Navigational Sensors: +2 [5 power/round]
Cloak: 8 [4 power/point/round]
Sensors Skill: 5

Weapons Systems

Pulse Phasers

Range: 10/30,000/100,000/300,000
Arc: 360 degrees forward
Accuracy: 3/4/6/9
Damage: 25
Power: [25]

Type VIII Phaser

Range: 10/30,000/100,000/300,000
Arc: 360 degrees dorsal
Accuracy: 3/4/6/9
Damage: 16
Power: [16]

Torpedo Launchers

Number: 50
Launchers: 2 ad (one p, one s), 1 in forward warhead, 2 fd (one p, one s) just forward of sponsons
Spread: 6
Arc: Forward or aft, but are self-guided
Range: 15/350,000/1,500,000/4,050,000
Accuracy: 3/4/6/9
Damage: 20 (photon torpedo)/30 (quantum torpedo)
Power: [5]

Additional ordnance as needed (*e.g.*, self-replicating mines)

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield

Protection: 50 (75)
Power: [50]

Description and Notes

Fleet data: The Defiant Development Project was begun in 2366 to counter the threat posed by the Borg.

Officially its goal was to produce a new class of heavily armed escort ships. However, Starfleet officials privately acknowledge that the vessel's true purpose was to be the first dedicated *warship* ever created by Starfleet. The original testbed ship was plagued with so many problems that, in light of diminished concerns regarding the Borg threat, the project was scrapped.

However, with the rise of Dominion hostilities, the prototype *Defiant* was provided to Deep Space 9 in 2372 as a mobile defense platform. The crew of DS9 has labored long and hard to correct the ship's deficiencies, and thanks to their efforts (which included strengthening the structural integrity field to keep the engines from tearing the ship apart), the ship has become a potent weapon in Starfleet's arsenal. At least two other *Defiant*-class ships, the *Valiant* and the *Sao Paulo*, were built. The *Valiant* was destroyed by a Jem'Hadar battleship in the year 2374; the *Sao Paulo*, renamed *Defiant* to replace the original, was destroyed in battle with Dominion forces in 2375. Whether Starfleet plans to construct more models is unknown.

The *Defiant* incorporates a wide range of ship innovations and experimental technology. These include pulse phaser cannons, quantum torpedoes, ablative hull armor, and many other developments. The plasma conduit is run through the primary phaser couplings, which almost doubles phaser power *and* provides a 30% more efficient warp drive. The damage listed in the Ship Template for the pulse phasers presumes that all four phaser banks are firing at once at the same target (this is not considered multifire, but a single shot which does the listed damage); subtract 4 points of damage for each bank which does not (or cannot) fire. The pulse phasers can be modified to fire a wide-beam burst with about three hours' work. The *Defiant* can also carry and deploy additional ordnance or explosives such as self-replicating mines.

The *Defiant* also possesses a cloaking device on loan from the Romulan Star Empire. Under the initial terms of the agreement with the Romulans, the cloak is to be used only in the Gamma Quadrant; in light of the war those terms have been altered to allow the cloak to be used on this side of the wormhole. Because the *Defiant*'s engines are extremely powerful for a ship of its size, the cloak is not as effective as it might otherwise be. It also emits chroniton particles which can accumulate on the ship's ablative armor, with the potential to cause temporal accidents.

The power of the *Defiant*'s engines (primarily her Class M warp drive) causes other problems. Although the ship can attain speeds in excess of Warp 9, it will literally shake itself to pieces when going that fast. For every tenth of a point of warp speed over 9, the ship takes 2 points of structural damage every round (shields and Resistance offer no protection against this damage). The only way to prevent this is to strengthen the structural integrity field by draining the ship's phasers' power and power reserves (thus rendering them inoperable).

The forward "warhead" section of the *Defiant* actually serves a last-ditch weapon. It is a small, detachable, impulse-powered "ship" armed with six torpedoes. If remotely piloted, the warhead has the *Defiant's* standard Sensors Skill and Weapons Skill, Shipboard Systems (Flight Control) 2 (3), an Intellect of 2, Size 2, Power 50, and 20 Structural Points. It is only used as a weapon of last resort. Its impulse engines are equivalent to those of the *Defiant* itself. The warhead may either launch its torpedoes individually, or it may collide with a ship and detonate all of the torpedoes simultaneously. The latter maneuver is not considered to be multifire; the target ship will take impact damage and the individual damage from all remaining torpedoes on board.

The *Defiant* normally has a crew of 40. However, if necessary, the number of bunks can be tripled, increasing the crew size to 192 (or allowing passengers or evacuees to be carried).

The *Defiant* is not normally intended to function as a scientific survey ship—most of the ship's sensors have been optimized for military reconnaissance and spacecraft combat maneuvers. However, its sensors and other equipment are sufficient to perform 82% of of the standard scientific sensor sweeps. The ship carries Class I, III, and V probes; this load can be supplemented with Class VIII and IX probes from Deep Space 9.

Since the *Defiant* has proven itself a powerful, viable design, other ships in this class have been produced. The *Defiant* retains its NX designation because it continues to serve as a testbed vessel for technological experiments and upgrades for the class.

Noteworthy vessels/service records/encounters: U.S.S. Defiant (assigned to Deep Space 9 in 2371; destroyed in battle by the Breen in the Chin'toka system in 2375; replaced by rechristened *U.S.S. Sao Paulo* in 2375); *U.S.S. Valiant* (destroyed by Jem'Hadar battleship in 2374).

DANUBE-Class Runabout

Class And Type: *Danube*-class Warp Shuttle
Commissioning Date: 2368
Hull Characteristics
Size: 2 (23.1 x 13.7 x 5.4m; 1 deck)
Resistance: 3
Structural Points: 40
Operations Characteristics
Crew/Passengers/Evac: 2/8/15 [5 power/round]
Computers: 2 [2 power/round]
Transporters: 1 primary [1 power/round]
Tractor Beams: 1 fd [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: 4.0/6.0/8.0 (6 hours) [2/warp factor/round]
Impulse System: .5 c/.75 c [5/7 power/round]
Power: 100
Sensor Systems
Long-range Sensors: +1/12 lightyears [6 power/round]

Lateral Sensors: +1/1 lightyear [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: None
Sensors Skill: 3

Weapons Systems

Type VI Phasers
Range: 10/30,000/100,000/300,000
Arc: 720 (all) (1 fv, 1 fd, 1 av, 1 ad, 1 on each nacelle)
Accuracy: 3/4/6/9
Damage: 12
Power: [12]

Microtorpedo Launcher
Number: 100
Launchers: 1 fv
Spread: 1
Arc: Forward
Range: 1/10/20/40
Accuracy: 3/4/6/9
Damage: 4 (see text)
Power: [1]

Torpedo Module
Number: 4 per module
Launchers: N/A (see text)
Spread: 1
Arc: Port or starboard, but are self-guided
Range: 10/100/1,000/5,000
Accuracy: 4/5/7/10
Damage: 20 (photon torpedo)/30 (quantum torpedo)
Power: [5]

Weapons Skill: 3

Defensive Systems

Starfleet Deflector Shield
Protection: 30 (45)
Power: [30]

Description and Notes

Fleet data: Runabouts are warp-capable vehicles slightly larger than shuttlecraft which are intended to perform a wide variety of missions—everything from scientific surveys to covert tactical missions. They include a modularity feature which allows various mission-specific modules to be placed into the vehicle to customize it for specific missions (for example, a Special Duty Module Research Lab could be installed for a botanical survey mission; it would be replaced with a Sensor Station for a military reconnaissance mission). Runabout cockpits are able to detach from the main body of the ship to either continue moving (impulse power only) or act as escape pods.

In addition to standard phaser strips, runabouts are equipped with several noteworthy weapons. The first is a microtorpedo launcher built into the sensor pallet beneath the cockpit. It fires 13.3 cm microtorpedoes loaded with chemical explosives (or, if necessary, chemical or biological agents). This weapon has little effect in ship-to-ship combat, but is effective against unshielded structures and the like. A runabout can also be equipped with a four-torpedo Torpedo Module. Because there is no launching tube, these torpedoes are "fire and forget" weapons which have a limited range and reduced accuracy compared to torpedoes launched from tubes.

Noteworthy vessels/service records/encounters: U.S.S. Mekong, Orinoco, Rio Grande, Rubicon, and *Yangtzee Kiang* (original five runabouts in the fleet inventory; *Rio Grande*, and *Yangtzee Kiang* initially assigned to Deep Space 9); *U.S.S. Yangtzee Kiang* destroyed in a crash on a penal colony moon in the Gamma Quadrant in 2369); *U.S.S. Orinoco* (replaced the *Yangtzee Kiang*; destroyed in 2372 by Cardassian separatist terrorists belonging to a group called The True Way); *U.S.S. Mekong* (destroyed in the aftermath of the Cardassian-Romulan attack on the Founders' homeworld in 2371); *U.S.S. Ganges* (replaced the *Mekong*; destroyed by T'Lani munitions cruiser in 2370); *U.S.S. Shenandoah*.

BAJORAN SHIPS

Bajoran Assault Vessel

Class and Type: Bajoran Transport
Commissioning Date: Early 24th Century
Hull Characteristics
Size: 3 (140.72 x 221.76 x 51.76m; 96,500 metric tons; two decks)
Resistance: 3
Structural Points: 60
Operations Characteristics
Crew/Passengers/Evac: 12/200/400 [5 power/round]
Computers: 2 [2 power/round]
Transporters: 1 primary [1 power/round]
Tractor Beams: 1 fd [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: None
Impulse System: .2 (15,600 m/sec acceleration; see text) [2 power/round]

Power: 90
Sensor Systems
Long-range Sensors: +1/10 lightyears [6 power/round]
Lateral Sensors: +1/1 lightyear [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: None
Sensors Skill: 3
Weapons Systems
Type G Phasers
Range: 10/30,000/100,000/300,000
Arc: 720 (all)
Accuracy: 3/4/6/9
Damage: 14
Power: [14]
Other weapons possible
Weapons Skill: 3
Defensive Systems
Deflector Shield
Protection: 30 (45)
Power: [30]
Description and Notes
Fleet data: The Bajoran assault vessel is primarily intended for use as a troop transport, though it can be used more as a fighter if necessary. Its chief handicap is that its microfusion impulse systems are only capable of an acceleration of 15,600 meters per second—far slower than even .1 c—so most vessels can easily outrun it. (In ship combat, the assault vessel is limited to moving no more than two movement units per round.)

Bajoran Impulse Ship

Class and Type: Bajoran Fighter
Commissioning Date: Early 24th century
Hull Characteristics
Size: 2 (33.10 x 33.17 x 11.23m; 108.96 metric tons; 1 deck)
Resistance: 3
Structural Points: 40
Operations Characteristics
Crew/Passengers/Evac: 2/3/5 [5 power/round]
Computers: 2 [2 power/round]
Transporters: 1 primary [1 power/round]
Tractor Beams: 1 fd [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: None
Impulse System: .2 (15,600 m/sec acceleration; see text) [2 power/round]
Power: 80
Sensor Systems
Long-range Sensors: +1/10 lightyears [6 power/round]
Lateral Sensors: +1/1 lightyear [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: None
Sensors Skill: 3
Weapons Systems
Type G Phasers
Range: 10/30,000/100,000/300,000
Arc: 720 (all)
Accuracy: 3/4/6/9
Damage: 14
Power: [14]
Other weapons possible
Weapons Skill: 3
Defensive Systems
Deflector Shield
Protection: 25 (40)
Power: [25]
Description and Notes
Fleet data: The Bajoran impulse ship is the primary fighter of the Bajoran Militia. Its slow speed and relative lack of weapons put it at a significant tactical disadvantage in some situations.

Klingon Ships

Negh'Var

Class and Type: *Negh'Var,* the IKDF flagship
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 8 (682.32 x 470.09 x 136.65m; 4,310,000 metric tons; 32 decks)
Resistance: 4
Structural Points: 160
Operations Characteristics
Crew/Passengers/Evac: 2,500/300/9,000 [8 power/round]
Computers: 6 [6 power/round]
Transporters: 6 personnel, 6 cargo [6 power/round]
Tractor Beams: 1 av, 1 fd [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: 6.0/9.2/9.6 (12 hours) [2 power/warp factor/round]
Impulse System: .75 c/.92 c [7/9 power/round]
Power: 220
Sensor Systems
Long-range Sensors: +1/15 light-years [6 power/round]
Lateral Sensors: +1/1 light-year [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: 6 [4 power/point/round]
Sensors Skill: 5
Weapons Systems
Type X Disruptors
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Arc: Full forward (540 degrees)
Accuracy: 4/5/7/10
Damage: 25
Power: [25]
Photon Torpedoes

Number: 250
Launchers: 1 fv, 1 fd, 1 av, 1 ad
Spread: 8
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 5

Defensive Systems

IKDF Deflector Shield
Protection: 60 (80)
Power: [60]

Description and Notes

The *Negh'Var* is the flagship of the Imperial Klingon Defense Force. It is a large ship armed with 20 disruptor arrays, a larger forward disruptor cannon, and four torpedo launchers. It is typically commanded by the Chancellor of the Klingon High Council or his most trusted general.

VOR'CHA-Class Starship

Class and Type: *Vor'cha*-class Cruiser
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 7 (481.32 x 341.76 x 106.87m; 2,238,000 metric tons; 30 decks)
Resistance: 4
Structural Points: 140
Operations Characteristics
Crew/Passengers/Evac: 1,900/300/7,500 [8 power/round]
Computers: 4 [4 power/round]
Transporters: 4 personnel, 4 cargo [4 power/round]
Tractor Beams: 1 av [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: 6.0/9.2/9.6 (12 hours) [2 power/warp factor/round]
Impulse System: .5 c/.75 c [5/7 power/round]
Power: 180
Sensor Systems
Long-range Sensors: +1/15 light-years [6 power/round]
Lateral Sensors: +1/1 light-year [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: 6 [4 power/point/round]
Sensors Skill: 5
Weapons Systems

Type X Disruptors
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]

Forward Disruptor Cannon
Range: 10/30,000/100,000/300,000
Arc: Full forward (540 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]

Photon Torpedoes
Number: 250
Launchers: 2 fv, 1 ad
Spread: 6
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 5

Defensive Systems

IKDF Deflector Shield
Protection: 60 (80)
Power: [60]

Description and Notes

Fleet data: The *Vor'cha*-class attack cruiser is the main combat vessel of the Imperial Klingon Defense Force. They are typically commanded by high-ranking line officers, low-ranking flag officers, or the leaders of the great houses. Highly functional, they lack even basic comforts and are designed for their primary mission—battle. They are equipped with eighteen disruptors mounted in various locations around the ship, a larger forward disruptor, and three torpedo launchers. *Vor'cha*-class cruisers project Klingon influence throughout the Empire, and can sometimes be found in Federation space. Any of these ships is a match for the most combat-capable Starfleet vessels.

The *Vor'cha*'s forward disruptor cannon is detachable. It can be replaced with other weapons, or ejected in situations where greater speed is necessary (add +.10 to maximum impulse velocity when the cannon is ejected).

B'REL-Class Starship

Class and Type: *B'rel*-class Scout
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 3 (157.76 x 181.54 x 98.54m; 236,000 metric tons; 3 decks)

Resistance: 2
Structural Points: 60

Operations Characteristics
Crew/Passengers/Evac: 12/20/35 [4 power/round]
Computers: 2 [2 power/round]
Transporters: 1 personnel, 1 cargo [1 power/round]
Tractor Beams: 1 av [2 power/rating used/round]

Propulsion and Power Characteristics
Warp System: 6.0/8.5/9.6 (6 hours) [2 power/warp factor/round]
Impulse System: .5 c/.75 c [5/7 power/round]
Power: 180

Sensor Systems
Long-range Sensors: +1/12 light-years [6 power/round]
Lateral Sensors: +1/1 light-year [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: 8 [4 power/point/round]
Sensors Skill: 4

Weapons Systems
Type VIII Phase Disruptors
Range: 10/30,000/100,000/300,000
Arc: Forward
Accuracy: 4/5/7/10
Damage: 16
Power: [16]

Photon Torpedoes
Number: 100
Launchers: 1 fv
Spread: 4
Arc: Forward, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 4

Defensive Systems
IKDF Deflector Shield
Protection: 54 (75)
Power: [54]

Description and Notes
Fleet data: The *B'rel*-class cruiser is among the most common combat craft in the Klingon Imperial Defense Force. Although it has a small crew complement, it is used during peacetime for patrol and scouting, and in war for raids and massed surprise attacks. In battle, they often operate in groups of three.

K'VORT-CLASS STARSHIP

Class and Type: *K'Vort*-class Warship
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 4 (350.22 x 143.50 x 50.00m; 387,000 metric tons; 27 decks)
Resistance: 3
Structural Points: 80

Operations Characteristics
Crew/Passengers/Evac: 52/50/85 [5 power/round]
Computers: 2 [2 power/round]
Transporters: 2 personnel, 2 cargo [2 power/round]
Tractor Beams: 1 av [2 power/rating used/round]

Propulsion and Power Characteristics
Warp System: 6.0/9.0/9.2 (12 hours) [2 power/warp factor/round]
Impulse System: .5 c/.75 c [5/7 power/round]
Power: 190

Sensor Systems
Long-range Sensors: +1/14 light-years [6 power/round]
Lateral Sensors: +1/1 light-year [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: 7 [4 power/point/round]
Sensors Skill: 4

Weapons Systems
Type VIII Phase Disruptors
Range: 10/30,000/100,000/300,000
Arc: Forward; aft
Accuracy: 4/5/7/10
Damage: 16
Power: [16]

Photon Torpedoes
Number: 100
Launchers: 1 fv, 1 av
Spread: 4
Arc: Forward, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 4

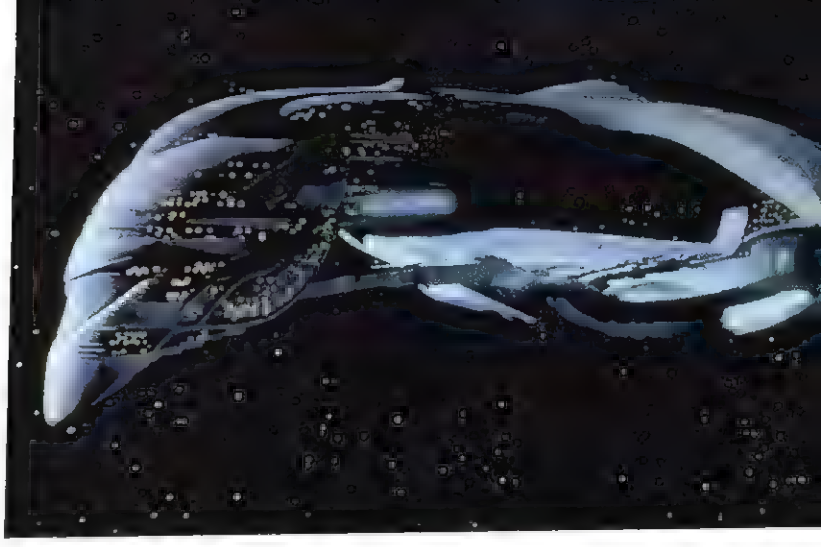
Defensive Systems
IKDF Deflector Shield
Protection: 54 (75)
Power: [54]

Description and Notes
Fleet data: A larger version of the *B'rel*-class scout, the *K'Vort*-class battle cruiser has become the standard ship of the Imperial Klingon Defense Forces. Not as large as the *Vor'cha*, it can nonetheless operate for extended periods and at long range. It is atmosphere-capable.

THREAT VESSELS

The Federation generally uses the same ship-type designations for alien craft as Federation craft, but Starfleet identifies three additional threat classifications not included in the standard designations for Starfleet vessels:

Raider: Ships that conduct hit-and-run attacks on civilian and military targets are classified as raiders. Cardassian raids preceded major offensives, while prior to the Khitomer Accords Klingon raiders primarily attacked colonies and outposts. Early Federation encounters with the Ferengi involved raids of commercial traffic and unmanned outposts. Raids are generally quick, with no attempt to take



or keep ground. A strong resistance is often enough to dissuade a raider. Raiders are typically well armed and shielded, but usually lack supplies for long-term operations. The Maquis interceptor provides a good example of this type vessel.

Bird of Prey: This designation was originally used to refer to Romulan vessels with cloaking devices—named for the birds painted on the hulls of their ships. The designation stuck, referring to all small, cloaked ships. Currently, this also refers to Klingon ships, who began to use the same technology and tactic, borrowed from the Romulans during their brief alliance. A bird of prey typically decloaks, fires on an unsuspecting target, and vanishes.

Warship: A warship describes any large, powerful starship primarily or exclusively designed for war. While most of the Federation's opponents construct warships—Cardassian warships, Romulan warbirds, Klingon attack cruisers—Starfleet does not. Heavily armed and armored, these ships are not designed with the flexibility of Starfleet vessels (though they do possess some limited exploratory capability).

Much of the data provided below regarding threat ships is conjectural; unfortunately, Starfleet lacks complete information about every type of threat ship.

ROMULAN SHIPS

D'DERIDEX-CLASS WARBIRD

Class and Type: *D'deridex*-class Warship
Commissioning Date: Mid-24th century
Hull Characteristics
- Size: 10 (1,041.65 x 772.43 x 285.47m; 4,320,000 metric tons; 83 decks)
- Resistance: 4
- Structural Points: 200

Operations Characteristics
- Crew/Passengers/Evac: 1,500/400/10,000 [8 power/round]
- Computers: 4 [4 power/round]
- Transporters: 8 of each type (estimated) [12 power/round]
- Tractor Beams: 1 av, 1 fv, 1 fd [2 pwr/rating used/round]

Propulsion and Power Characteristics
- Warp System: 5.0/8.2/9.6 (12 hours) [2/warp factor/round]
- Impulse System: .5 c/.75 c [5/7 power/round]
- Power: 220

Sensor Systems
- Long-range Sensors: +2/14 lightyears [6 power/round]
- Lateral Sensors: +2/1 lightyear [4 power/round]
- Navigational Sensors: +2 [5 power/round]
- Cloak: 10 [4 power/point/round]
- Sensors Skill: 5

Weapons Systems
- **Type L Disruptor**
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 24
  - Power: [24]
- **Torpedo Launchers**
  - Number: 300
  - Launchers: 1 ad, 1 fv
  - Spread: 10
  - Arc: Forward or aft, but are self-guided
  - Range: 15/300,000/1,000/3,500,000
  - Accuracy: 4/5/7/10
  - Damage: 20
  - Power: [5]
- **Weapons Skill:** 5

Defensive Systems
- **Romulan Deflector Shield**
  - Protection: 70 (90)
  - Power: [70]

Description and Notes

Fleet data: The *D'deridex*-class warbird is one of the most powerful warships in the Romulan Imperial fleet. Although typically encountered in hostile situations, Starfleet Command assumes that warbirds perform many of the same functions of *Explorer*-type Starfleet vessels. Since their first appearance along the Romulan Neutral Zone in 2364, the *D'deridex* class has been the most commonly encountered Romulan starship.

Reliable intelligence reports indicate that the Romulans power these ships with an artificial quantum singularity—a microscopic synthetic black hole. This system generates incredible amounts of power extremely efficiently; once activated, it can never be shut off (except with catastrophic consequences).

Romulan warbirds rely on their cloaking devices. Starfleet considers these to be more efficient and effective than Klingon cloaks, though they still draw vast amounts of power from tactical systems. There is typically a multi second delay between decloaking and shield engagement. This delay affords a window of opportunity in which to attack a warbird, if reaction-response time allows (attacking ship must make a Challenging (11) Shipboard Systems (Sensors) roll to detect the decloaking/shield engagement as it occurs; if successful, an attack on the vulnerable ship is possi-

ble, but add +3 to the Difficulty of any attempt to attack the ship during this brief time period; if unsuccessful, attack during this interval is not possible). Warbirds generally do not perform typical bird of prey tactics, such as diving in and out of cloaked state, perhaps due to power demands.

The great size of the Romulan warbird may be a subtle psychological weapon. Ship size can be intimidating, and although the warbird is thought to be somewhat more powerful than larger Federation starships, this advantage is not considered overwhelming. The overall bubble shape of the warbird may somehow aid the cloaking system. Klingon experience with cloaking devices leads them to believe that the curve of Romulan warbirds makes EM warping more efficient than the former rectilinear design of the Romulan bird of prey.

Romulan Scout Ship

Class and Type: Romulan Scout
Commissioning Date: Mid-24th century
Hull Characteristics
- Size: 3 (100 x 53 x 18m long; 1 deck)
- Resistance: 1
- Structural Points: 60

Operations Characteristics
- Crew/Passengers/Evac: 5/10/20 [3 power/round]
- Computers: 2 [2 power/round]
- Transporters: 1 personnel [1 power/round]
- Tractor Beams: 1 av [2 pwr/rating used/round]

Propulsion and Power Characteristics
- Warp System: 3.0/6.0/7.0 (6 hours) [2/warp factor/round]
- Impulse System: .25 c/.5 c [2/5 power/round]
- Power: 115

Sensor Systems
- Long-range Sensors: +0/6 lightyears [6 power/round]
- Lateral Sensors: +0/1 lightyear [4 power/round]
- Navigational Sensors: +0 [5 power/round]
- Cloak: 8 [4 power/point/round]
- Sensors Skill: 4

Weapons Systems
- **Type H Disruptor**
  - Range: 10/30,000/100,000/300,000
  - Arc: Full forward (540 degrees)
  - Accuracy: 5/6/8/11
  - Damage: 12
  - Power: [12]
- **Weapons Skill:** 4

Defensive Systems
- **Starfleet Deflector Shield**
  - Protection: 36 (48)
  - Power: [36]

Description and Notes
- *Fleet data:* Starfleet Intelligence believes Romulan scout ships are used in intelligence-gathering excursions across the Neutral Zone, although only one major incident is known. Relatively little is known about this Romulan ship's capabilities.

Cardassian Ships

Galor-Class Starship

Class and Type: *Galor*-class Warship
Commissioning Date: Mid-24th century
Hull Characteristics
- Size: 6 (371.88 x 192.23 x 59.0m; 1,678,000 metric tons [est.]; 6 decks [est.])
- Resistance: 4
- Structural Points: 120

Operations Characteristics
- Crew/Passengers/Evac: 300/300/7,000 [7 power/round]
- Computers: 4 [4 power/round]
- Transporters: 2 personnel, 4 cargo, 4 emergency [5 power/round]
- Tractor Beams: 1 av [2 pwr/rating used/round]

Propulsion and Power Characteristics
- Warp System: 5.0/8.4/9.6 (6 hours) [2/warp factor/round]
- Impulse System: .5 c/.75 c [5/7 power/round]
- Power: 150

Sensor Systems
- Long-range Sensors: +2/17 lightyears [6 power/round]
- Lateral Sensors: +2/1 lightyear [4 power/round]
- Navigational Sensors: +2 [5 power/round]
- Sensors Skill: 4

Weapons Systems
- **Spiral-wave Disruptor**
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 16
  - Power: [16]
- **Disruptor Wave Cannon**
  - Range: 10/30,000/100,000/300,000
  - Arc: Full aft (540 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 20
  - Power: [20]
- **Other weapons** possible
- **Weapons Skill:** 4

Defensive Systems
- **Cardassian Deflector Field**
  - Protection: 48 (64)
  - Power: [48]

Description and Notes
- *Fleet data:* Initially encountered during the Cardassian-Federation conflicts of the mid-24th century, the *Galor*-class ship is the primary ship of the Cardassian fleet. The Cardassians closely guard the specifications of this ship. Starfleet still does not know the interior configuration of these ships, nor whether the class is equipped for exploration. Current thinking at Starfleet Command,

given the Cardassians' militaristic ethos, runs that *Galor*-class ships are built primarily for war. The ship's eight (or more) spiral-wave disruptors and aft disruptor cannon, and the frequency with which the Cardassians resort to their use, tend to support this theory.

KELDON-CLASS STARSHIP

Class and Type: *Keldon*-class Warship
Commissioning Date: Mid-24th century
Hull Characteristics
- Size: 7 (371.88 x 192.23 x 70.13m; 2,230,000 metric tons; 25 decks)
- Resistance: 4
- Structural Points: 140

Operations Characteristics
- Crew/Passengers/Evac: 500/700/8,000 [8 power/round]
- Computers: 4 [4 power/round]
- Transporters: 3 personnel, 4 cargo, 3 emergency [5 power/round]
- Tractor Beams: 1 av, 1 fd [2 pwr/rating used/round]

Propulsion and Power Characteristics
- Warp System: 6.0/9.0/9.6 (6 hours) [2/warp factor/round]
- Impulse System: .5 c/.75 c [5/7 power/round]
- Power: 185

Sensor Systems
- Long-range Sensors: +2/17 lightyears [6 power/round]
- Lateral Sensors: +2/1 lightyear [4 power/round]
- Navigational Sensors: +2 [5 power/round]
- Sensors Skill: 5

Weapons Systems
- **Spiral-wave Disruptor**
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 18
  - Power: [18]
- **Disruptor Wave Cannon**
  - Range: 10/30,000/100,000/300,000
  - Arc: Full aft (540 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 20
  - Power: [20]
- **Other weapons** possible
- **Weapons Skill:** 5

Defensive Systems
- Cardassian Deflector Field
  - Protection: 55 (70)
  - Power: [55]

Description and Notes
- *Fleet data:* The *Keldon*-class ship is a larger, faster, more powerful version of the *Galor*-class ship, which it almost exactly resembles except for differences in size, several additional structures, and the number and placement of weapons. These ships are relatively uncommon compared to the *Galor* class, and are almost always commanded by high-ranking *guls*.

HIDEKI-CLASS FIGHTER

Class and Type: *Hideki*-class Fighter
Commissioning Date: Mid-24th century
Hull Characteristics
- Size: 3 (85.78 x 60.14 x 12.43m; 120,000 metric tons; 1 deck)
- Resistance: 3
- Structural Points: 60

Operations Characteristics
- Crew/Passengers/Evac: 5/30/60 [4 power/round]
- Computers: 2 [2 power/round]
- Transporters: 1 personnel [1 power/round]
- Tractor Beams: 1 fv [2 pwr/rating used/round]

Propulsion and Power Characteristics
- Warp System: 6.0/9.0/9.5 (6 hours) [2/warp factor/round]
- Impulse System: .5 c/.75 c [5/7 power/round]
- Power: 125

Sensor Systems
- Long-range Sensors: +1/14 lightyears [6 power/round]
- Lateral Sensors: +1/1 lightyear [4 power/round]
- Navigational Sensors: +1 [5 power/round]
- Sensors Skill: 4

Weapons Systems
- **Spiral-wave Disruptor**
  - Range: 10/30,000/100,000/300,000
  - Arc: All (720 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 12
  - Power: [12]
- **Disruptor Wave Cannon**
  - Range: 10/30,000/100,000/300,000
  - Arc: Full aft (540 degrees)
  - Accuracy: 4/5/7/10
  - Damage: 16
  - Power: [16]
- **Other weapons** possible
- **Weapons Skill:** 4

Defensive Systems
- Cardassian Deflector Field
  - Protection: 36 (55)
  - Power: [36]

Description and Notes
- *Fleet data:* The *Hideki*-class ship is the standard small fighter used by the Cardassian Union. Its design appears to have copied several elements from that of the *U.S.S. Defiant*; Starfleet officials are concerned about a possible data leak. The ship's forward notch module may function as a last-ditch "warhead," similar to the one on the *Defiant*.

MAQUIS SHIPS

PEREGRINE-CLASS MODIFIED COURIER

Class and Type: *Peregrine*-class Courier, modified for combat
Commissioning Date: Early 24th century
Hull Characteristics
Size: 2 (25.3 x 20.2 x 5.0m; 1 deck)
Resistance: 3
Structural Points: 40
Operations Characteristics
Crew/Passengers/Evac: 2/8/10 [5 power/round]
Computers: 2 [2 power/round]
Transporters: 1 primary [1 power/round]
Tractor Beams: 1 fd [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: 4.0/6.0/8.0 (6 hours) [2/warp factor/round]
Impulse System: .5 c/.75 c [5/7 power/round]
Power: 100
Sensor Systems
Long-range Sensors: +1/12 lightyears [6 power/round]
Lateral Sensors: +1/1 lightyear [4 power/round]
Navigational Sensors: +1 [5 power/round]
Cloak: None
Sensors Skill: 3
Weapons Systems
Type VIII Phasers
Range: 10/30,000/100,000/300,000
Arc: 720 (all)
Accuracy: 3/4/6/9
Damage: 16
Power: [16]
Torpedo Launcher
Number: 6
Launchers: 1 fv
Spread: 1
Arc: Forward, but are self-guided
Range: 10/100/1,000/5,000
Accuracy: 4/5/7/10
Damage: 20 (photon torpedo)
Power: [5]
Weapons Skill: 3
Defensive Systems
Deflector Shield
Protection: 30 (45)
Power: [30]
Description and Notes
Fleet data: The Maquis use a wide variety of older ships which they have modified with powerful weapons arrays (which are usually stolen from the Federation). One of the more common Maquis ships is the modified *Peregrine*-class courier (Maquis Interceptor). Since the Maquis ships are often extensively modified or jury-rigged, other ships may differ significantly from this template.

DOMINION SHIPS

JEM'HADAR BATTLE CRUISER

Class and Type: Jem'Hadar Battle Cruiser
Commissioning Date: Unknown
Hull Characteristics
Size: 8 (639.75 x 568.44 x 204.97m; 4,125,000 metric tons [est.]; 22 decks [est.])
Resistance: 4
Structural Points: 160
Operations Characteristics
Crew/Passengers/Evac: 800/2,500/10,000 (est.) [8 power/round]
Computers: 6 (est.) [6 power/round]
Transporters: 8 personnel, 4 cargo, 4 emergency [8 power/round]
Tractor Beams: 1 av, 1 ad, 1 fd [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: 6.0/9.2/9.6 (observed) [2/warp factor/round]
Impulse System: .75 c/.92 c (observed) [7/9 power/round]
Power: 230
Sensor Systems
Long-range Sensors: +2/17 lightyears [6 power/round]
Lateral Sensors: +2/1 lightyear [4 power/round]
Navigational Sensors: +2 [5 power/round]
Cloak: None
Sensors Skill: 5
Weapons Systems
Class J Phased Polaron Beam (Starfleet designation)
Range: 10/30,000/100,000/300,000
Arc: 720 (all) (at least six banks have been observed at av, ad, fv, fd, p, s)
Accuracy: 3/4/6/9
Damage: 20
Power: [20]
Other weapons possible, but unknown
Weapons Skill: 5
Defensive Systems
Deflector Shield
Protection: 60 (80)
Power: [60]
Description and Notes
Fleet data: Data on this ship, the primary battleship of the Jem'Hadar, is derived from observation of said ships in battle, examination of debris of destroyed vehicles, and analysis of captured vehicles (such as the one brought to Deep Space 9 by Capt. Benjamin Sisko in 2372).

Jem'Hadar battle cruisers are potent offensive platforms. Their phased polaron beam weapons are powerful, and their shields not only offer protection from Starfleet beam and missile weapons, but prevent Starfleet tractor beams from being able to get a "hold" on the ship. Jem'Hadar transporters are able to transport through Starfleet shields.

Jem'Hadar battle cruisers have at least one, and possibly two, matter/antimatter warp drives, and at least two impulse drives. The secondary drives act as backups in case the first drive is damaged beyond repair; they also provide additional power for weapons and other systems. The ships are able to land on planets thanks to the ventral impeller mounted on their ventral side.

Jem'Hadar battle cruisers are not built with internal viewscreens. Instead, they use a "virtual display" system in which views are projected onto small screens worn on headsets by the Jem'Hadar First and the Vorta in charge of the ship.

A Jem'Hadar battle cruiser typically acts as a "carrier" or "mother ship" for a dozen or more Jem'Hadar fighters.

JEM'HADAR ATTACK SHIP

Class and Type: Jem'Hadar Attack Ship
Commissioning Date: Unknown
Hull Characteristics
- Size: 3 (68.32 x 70.02 x 18.32m; 2,450 metric tons; 2 decks) (est.)
- Resistance: 4
- Structural Points: 60

Operations Characteristics
- Crew/Passengers/Evac: 4/12/60 (est.) [3 power/round]
- Computers: 2 (est.) [2 power/round]
- Transporters: 1 personnel [1 power/round]
- Tractor Beams: 1 av [2 power/rating used/round]

Propulsion and Power Characteristics
- Warp System: 6.0/9.2/9.6 (observed) [2/warp factor/round]
- Impulse System: .75 c/.92 c (observed) [7/9 power/round]
- Power: 110

Sensor Systems
- Long-range Sensors: +2/13 lightyears [6 power/round]
- Lateral Sensors: +2/1 lightyear [4 power/round]
- Navigational Sensors: +1 [5 power/round]
- Cloak: None
- Sensors Skill: 5

Weapons Systems
- **Class G Phased Polaron Beam** (Starfleet designation)
  - Range: 10/30,000/100,000/300,000
  - Arc: 720 (all) (at least three banks have been observed at av, ad, fv)
  - Accuracy: 3/4/6/9
  - Damage: 14
  - Power: [14]
- **Other weapons** possible, but unknown
- **Weapons Skill:** 5

Defensive Systems
- **Deflector Shield**
  - Protection: 25 (40)
  - Power: [25]

Description and Notes

Fleet data: Data on this ship, the primary fighter of the Jem'Hadar, is derived from observation of said ships in battle, examination of debris of destroyed vehicles, and analysis of captured vehicles. The attack ship's phased polaron beam weapons, transporters, and shields work as described under "Jem'Hadar Battle Cruiser."

Jem'Hadar attack ships have at least one major vulnerability: The dorsal field junction, located on the aft dorsal part of the ship, is very weak. It can be targeted at +4 Difficulty; if the attack is successful, it ignores the ship's shields entirely and inflicts double damage.

Pilots of the Jem'Hadar fighters are as fanatic as any of their species, and are more than willing to sacrifice their lives with ramming maneuvers and similar suicide attacks.

JEM'HADAR BATTLESHIP

Class and Type: Jem'Hadar Battleship
Commissioning Date: Unknown
Hull Characteristics
- Size: 16 (estimated to be twice the size of a *Galaxy*-class explorer, with approximate dimensions of 1,200 x 800 x 350m)
- Resistance: 4
- Structural Points: 320

Operations Characteristics
- Crew/Passengers/Evac: 1,800/4,500/18,000 (est.) [8 power/round]
- Computers: 8 (est.) [8 power/round]
- Transporters: 12 personnel, 6 cargo, 6 emergency (est.) [12 power/round]
- Tractor Beams: 1 av, 1 ad, 1 fd [2 power/rating used/round]

Propulsion and Power Characteristics
- Warp System: 6.0/9.2/9.6 (est.) [2/warp factor/round]
- Impulse System: .75 c/.92 c (est.) [7/9 power/round]
- Power: 250 (est.)

Sensor Systems
- Long-Range Sensors: +2/13 lightyears [6 power/round]
- Lateral Sensors: +2/1 lightyear [4 power/round]
- Navigational Sensors: +2 [5 power/round]
- Cloak: None
- Sensors Skill: 5

Weapons Systems
Class O Phased Polaron Beam (Starfleet designation)
Range: 10/30,000/100,000/300,000
Arc: 720 (all)
Accuracy: 3/4/6/9
Damage: 30
Power: [30]
Torpedo Launchers
Number: 500 (est.)
Launchers: 4 av (two p, two s), 4 fd (two p, two s) (est.)
Spread: 10
Arc: Forward or aft, but are self-guided
Range: 15/350,000/1,500,000/4,050,000
Accuracy: 3/4/6/9
Damage: 25
Power: [5]
Other weapons possible, but unknown
Weapons Skill: 5
Defensive Systems
Deflector Shield
Protection: 80 (100)
Power: [80]
Description and Notes
Fleet data: Data on the Jem'Hadar battleship has been derived from its encounter with the ill-fated *U.S.S. Valiant* in 2374. This enormous ship, estimated to be twice the size of and three times as powerful as a *Galaxy*-class explorer, was severely damaged in that encounter and has not been seen since; it may be a unique vessel. The data recovered from surviving *Valiant* crewmen and the ship's wreckage is not complete and may have been corrupted during the ship's destruction. It is suspected that the ship's sensor range is less than that of a *Defiant*-class ship. Data further indicates that the ship's antimatter storage system has braces made of bitarium, a substance which, while ordinarily strong, becomes unstable when exposed to delta radiation. However, the *Valiant*'s attempt to exploit this weakness, while it inflicted extreme damage on the battleship, did not destroy it completely as anticipated, so there may be more to this weakness than meets the sensors.

Operations Characteristics
Crew/Passengers/Evac: 12/6/30 [4 power/round]
Computers: 2 [2 power/round]
Transporters: None [0 power/round]
Tractor Beams: 1 aft [2 power/rating used/round]
Propulsion and Power Characteristics
Warp System: 4.0/6.0/8.0 (12 hours) [2/warp factor/round]
Impulse System: .25 c/.5 c (est.) [2/5 power/round]
Power: 80
Sensor Systems
Long-range Sensors: +0/8 light-years [6 power/round]
Lateral Sensors: +0/1 light-year [4 power/round]
Navigational Sensors: +0 [5 power/round]
Cloak: None
Sensors Skill: 3
Weapons Systems
Type IV Phaser
Range: 10/30,000/100,000/300,000
Arc: 90 degrees forward, 90 degrees aft
Accuracy: 5/6/8/11
Damage: 8
Power: [8]
Weapons Skill: 3
Defensive Systems
Deflector Shield
Protection: 24 (36)
Power: [24]
Description and Notes
Fleet data: The *Antares* class of ships represents a common form of civilian transport in the 24th century. The profiled ship is typical of civilian Federation cargo carriers operating on the fringes of the UFP. Traders of several species use variations on the the same basic *Antares* model, including Corvallans, Bajorans, Talarians, and Ferengi. They are typically used to shuttle raw materials from colonies to core worlds.

The *Antares* ship template can be adapted to create other merchant ships as well. For larger freighters, simply increase the size and other systems, and perhaps add some cargo transporters as well. Smaller freighters can be built by trimming the size of the *Antares*, and perhaps adding some speed to create a courier ship.

MERCHANT SHIPS

ANTARES-CLASS STARSHIP

Class and Type: *Antares*-class Cargo Carrier
Commissioning Date: N/A
Hull Characteristics
Size: 3 (typically 200x130x45 meters; 3 decks)
Resistance: 1
Structural Points: 60

Technology

Ensign Sheila McCallum wiped the sweat from her eyes and tried once more to adjust the thermal controls. "Damn those Jem'Hadar and their phased polaron arrays!" she said aloud. Their assault on the outpost had failed, but it still did more than enough damage to screw up the environmental controls in the habitat section. "It must be over 100 degrees in here!"

"120, to be exact," a voice said.

Sheila glanced up from her work and saw that annoying Ferengi. What was his name? Grop? "Thanks for the report," she said sarcastically, wiping the back of one grimy hand across her dripping forehead.

"No problem. I actually kind of like it. Could use a bit more humidity, though."

"I'll keep that in mind..." she muttered, manipulating the field densitometer. "There! Finally got the atmospheric conversion coil's fluctuations back into tolerance."

"Doesn't feel any different," Grop said.

"It won't for a while yet. But it'll cool down," Sheila replied, standing up and closing the access hatch, wiping her hands on her uniform.

"Well, now that you're done with that, you're needed in the holosuite."

"What? Who says?"

"The Commander. He sent me to tell you. Communications are down, but they're already working on that. You need to fix the holosuite computer."

"Are you crazy? Entertainment can wait until base's main system are back online!"

"It's not about entertainment!" the Ferengi snarled, drawing out the last word like a curse. "The holosuite's safety protocols aren't working. The characters are attacking people. Two ensigns are trapped in there right now, being held hostage by something called a 'mobster'...."

Tools of the Trade

Faster-than-light travel. Matter-energy conversion. Artificial gravity. Intelligent computers. Matter/antimatter power plants. Technology in the 24th century is a wonder to behold. Advanced technology affects every aspect of life in the Federation and its sister societies in the Alpha Quadrant. No *Star Trek: Deep Space Nine Roleplaying Game* episode would be complete without some use of high-tech gadgetry, whether it's a simple tricorder scan, or a dangerous attempt to penetrate Dominion space using a cloaking

Guidelines for Technology in Star Trek

The following guidelines offer an idea of what technology should be in the *Star Trek* universe.

- **Federation (and Dominion, Cardassian, and so on) technology is superscience.** It can accomplish amazing, almost magical, things. However, while it provides characters with great power, it does not grant perfection or invulnerability.
- **Technology is human-enabled.** It expands the powers of mind and body without replacing them. There is little drama to an episode if machines can solve every problem. People are still far more intuitive and clever than their equipment.
- **24th century technology is convenient.** Small badges can transmit messages from a planet's surface to ships in distant orbit, and a hand-held tricorder has more computing power than the 20th century's fastest supercomputers.

While *Star Trek* technology is all of these things, there are many things it is not:

- **Technology is not easily explicable.** After all, it's superscience. If we could understand how it works, we'd have it now. Imagine a modern mechanical engineer trying to explain an internal combustion engine to a Kalahari Bushman. Now imagine Miles O'Brien trying to explain a matter/antimatter reaction chamber to you.
- **Technology is not incomprehensible.** While we may not understand why it works, we can always explain *what* it does. Given that, there is almost always a way to counter a technology, or sabotage it so that it stops working.
- **Technology is not *the* answer.** It gives the Crew resources to solve problems, but it does not solve problems for them.
- **Technology is not infallible.** Nothing adds a little spice to a crisis like an equipment malfunction. If the Crew relies too much on their technical marvels and too little on their brains, the Narrator should take their toys away for a while and see how they do without them.
- **Technology requires power.** There are no perpetual motion machines. Fusion and antimatter reactors provide cheap and readily available power, but they still require fuel.
- **Federation technology is not the most advanced technology available.** Species more advanced than the Federation exist, demonstrating technology that defies some or all of the guidelines above. Their technology may be so advanced as to be indistinguishable from magic.

device. *Star Trek* episodes rarely extol technology—except to tell us something about ourselves—but technology always remains an important element in the *Star Trek* universe.

Technology Consistency

Like alien species or distant settings, technology becomes a storytelling consideration. Narrators should be careful how they allow characters to use technology, and should rule consistently. If in one episode the Narrator allows the Crew to capture a marauding alien using the ship's structural integrity field, he should let them use the SIF against pirates the same way in another episode.

Consistency can have a profound effect on your game. A Narrator can receive a nasty surprise when his episode comes to a grinding halt because the Crew uses a piece of technology he forgot about. Players become understandably upset if their technology doesn't work the same way twice. They feel as though both the universe and the game have become arbitrary.

If a piece of equipment might affect the way your story unfolds, you should either provide a reason for the failure of the technology (a malfunction, a jamming device, or something similar) or rethink your story.

Limiting Technology

Sometimes stories may require Narrators to limit the effectiveness of particular technology in order to challenge the Crew. For example, if the key objective of a story requires the Crew to rescue a hostage from a detention cell, the Narrator must either impose some limit on transporter technology or accept the fact that the Crew can simply beam the subject from the cell to the safety of their vessel or base. In such instances, Narrators must find some method for limiting technology which is credible within the context of the given story line.

Though Narrators should employ them sparingly, any number of explanations for technology malfunctions or mishaps may prove rational in the Star Trek universe. For example, a planet's atmosphere may emit electromagnetic or ionic radiation which impairs a ship's sensors, interferes with its communicators, or nullifies its transporters. Ion storms create similar effects and can plague vessels and stations operating anywhere in deep space. Additionally, force fields surrounding penal colonies and other high-security installations—as well as force domes protecting colonies on planets with hostile atmospheres—limit or prohibit the use of sensors and communicators. Most of these force fields block transporters from beaming a Crew in or out of an area unless the transporter is synchronized with the force field (an opportunity for dramatic skill use). Also, species with more advanced capabilities can easily defeat most Federation technologies. Perhaps the easiest option is simply to take the devices away. Enemies who capture characters will usually confiscate their prisoners' equipment; with no way to contact with their ship, the Crew members must rely on their wits and skills.

But Narrators should use these plot devices sparingly; if the Crew finds their vast array of sensors and other devices inoperable most of the time, they will quickly grow frustrated and stop having fun. The most rewarding narratives allow characters to exploit their technological resources but challenge them with situations calling for careful thought and cooperation. One of the best methods for creating such situations involves

presenting the Crew with something completely unknown. If an undocumented phenomenon confronts the characters, they may employ their equipment attempting to study or combat it, but they must still make important decisions for themselves.

Personal Equipment

The following sections detail standard issue Starfleet equipment. Most Away Teams employ some or all of these technological devices during routine missions. In most cases, the Bajorans, Klingons, Ferengi, Dominion, and Cardassians develop and use functional counterparts to Starfleet equipment, even though the appearance and design vary significantly. Where functional differences exist, they are so noted within the individual descriptions.

Equipment Terminology

In addition to appearance and function, most equipment can be described in terms of its technical specifications, including such things as range, size or mass. The following entries present common Starfleet terminology, defining how it applies to various equipment.

Range: Range defines the distance at which equipment (such as sensors or energy weapons) can operate. For sensors, range (presented as a single number) represents the maximum distance at which it may effectively analyze objects or energy patterns. Weaponry range divides into four standard segments of distance—point blank/short/medium/long range—for the purpose of determining how easily a character can hit a target at varying distances. Refer to the "Tactical" chapter, page 101, to determine how range affects Test Difficulty.

Size, Mass: These describe a device's dimensions and weight in metric units.

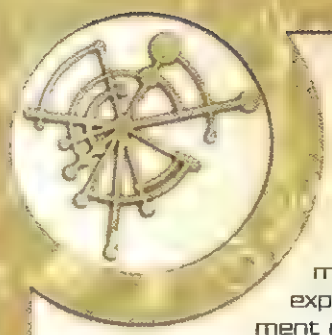
Duration: Duration measures the operational capacity of equipment power supplies, indicating how long a device can function (usually in increments of hours) or how many times a character can fire it before it needs recharging.

The note "+ induction recharge" means the device contains induction coils made from sarium krellide. Characters can recharge these devices by plugging them into the standard power taps of a ship's electroplasma system, or by attaching them to portable sarium krellide units, which resemble small portable generators. It takes approximately one minute to restore ten charges' worth of energy.

Armor: Armor indicates the degree of protection the device or equipment provides to its user or wearer.

Block: When employed to block or parry incoming blows, most weapons confer a positive modifier, added to the user's defensive Test Result. See the "Tactical" Chapter, page 101, for more information.

Damage: This number indicates the amount of damage a weapon inflicts when the wielder makes a successful



Technobabble

If a Narrator or Crew member needs a quick explanation for an equipment malfunction, he can quickly identify the inoperative part of his gear by consulting the following table. For quick results, read across the columns; otherwise just pick one term from each column. For random results, roll one die for each column and combine the results.

For example, Ensign Alessara's runabout transporter won't work after she flies through a plasma storm. Opening up the console panel and crawling into a tiny space filled with wires and blinking lights, she tries to identify the source of the malfunction. The Narrator rolls 2d6 three times (obtaining results of 7, 9, and 10), and consults the Technobabble chart: It appears that the molecular (7) polarizing (9) grid (10) has shorted out. A Systems Engineering (Transporter/Replication Systems) Test allows Alessara to reroute control to another system, and she is once again able to beam out.

Technobabble Chart

Roll	Result 1	Result 2	Result 3
2	quantum	flux	inhibitor
3	positronic	reaction	equalizer
4	gauss	field	dampener
5	osmotic	particle	chamber
6	neutrino	gradient	catalyst
7	molecular	induction	coil
8	resonating	conversion	unit
9	thermal	polarizing	translator
10	photon	displacement	grid
11	ionic	feed	regulator
12	multiphasic	imaging	sustainer

attack. Damage is expressed as a base amount plus a number of dice (*i.e.*, 5+3d6). See the "Tactical" Chapter, page 101, for more information.

ENVIRONMENT SUIT

Whenever characters visit planets with hostile atmospheres or enter the vacuum of space, they wear environment suits, more properly known as EVA (extravehicular activity) suits. The model currently used on DS9 and most Starfleet stations is the Type-3 SEWG. While Federation environment suits (and their counterparts in other societies) prove comfortable and light, they still inhibit the wearer's mobility somewhat; subtract one die from all physical Skill Tests for untrained users. Characters with the Personal Equipment (Environment Suit) Skill and Specialization do not suffer this penalty.

An EVA suit protects its wearer from extreme environmental pressure (ranging from zero atmospheres, as evidenced in the vacuum of space, to five atmospheres)and temperature (from –100 C to 120 C). They do not possess defensive armor, however, and may suffer damage when struck by melee weapons and phasers. Most suits automatically repair small rips and tears (punctures of 4 points of damage or less), but the wearer must patch larger punctures manually. Each suit typically carries six emergency patches for this purpose.

To patch a suit requires an action, but requires no Skill Test unless performed under extreme duress. If attempted during combat or similar activity, Multiple Action Penalties will apply if other actions are attempted during the round.

The suit itself consists of a full-body jumpsuit with removable gloves and a transparent helmet. It includes gravitic boots, allowing the user to walk on solid surfaces in zero gravity and even to climb vertical surfaces while in gravitational fields. Wearers may even walk clumsily while inverted, crossing ceilings or similar surfaces without fear of falling, although characters must subtract three dice from any Coordination-related Tests and move no faster than a slow walk of 7 meters per round).

A small belt pack houses the suit's life support system. Based on microreplicator technology, the life support system can purify air and recycle drinking water for up to 25 hours. Wrist controls on the suit activate various functions: gravitic boots, built-in communicator, visor, and helmet-mounted lights.The energy signature produced by an environment suit is easily detectable by most sensors, making it nearly impossible to hide while wearing one.

Armor: 1 (Damage greater than 1 punctures the suit)
Size: 12 L (folded) + boots and helmet
Mass: 19.6 kg, or 30.1 kg with backpack and full consumables load
Duration: 25 hours

MEDICAL KIT

On Away Team missions, Starfleet physicians carry medical kits or "medkits." A medkit contains a medical tricorder, an autosuture, a dermal regenerator, two multimode hyposprays, a blood infuser, a defibrillator, a PADD, and a neural stimulator. It also includes a 6.5 kiloquad isolinear processor. With these items, a doctor can perform most routine and emergency medical procedures on-site. Patients with severe injuries or illnesses must receive full diagnosis and treatment in a sickbay. A medical kit's devices are designed to work on all known humanoid life forms and on most DNA-based non-humanoids. Most starbases store medkits at key locations throughout the station; for example, Deep Space 9 has 85 medkits kept at emergency medical facilities, sickbays, and the like.

Size: 21 cm x 20 cm x 5 cm
Mass: 1 kg

AUTOSUTURE

An autosuture uses molecular bonding technology to seal ruptured blood vessels, mend broken bones, and close wounds. None of these repairs substitute for actual healing, but they stabilize a patient, allowing him to function until more extensive treatment can be delivered in sickbay. Only trained medical personnel can safely use autosutures without mishap (a Moderate (6) Medical Sciences Test is required).

Size: 15 cm x 4 cm x 2 cm
Mass: 0.2 kg
Duration: 50 hours + induction recharging

DERMAL REGENERATOR

A dermal regenerator instantly heals small injuries, removes scars, and eradicates mild infections, completely healing any wound caused by no more than 3 points of damage. Simple to use, the device requires no Test unless used in adverse circumstances (in which case a Routine (3) Medical Sciences Test applies). A dermal regenerator cannot heal an

open laceration longer or deeper than 8 cm; an autosuture must be used on such wounds.

Size: 20 cm x 5 cm x 2 cm
Mass: 0.2 kg
Duration: 100 hours + induction recharging

Hypospray

Hyposprays remain the primary method of drug delivery for Starfleet and similar organizations. The device injects drugs through the patient's skin and into his bloodstream using compressed air. It can also deliver intravenous or intramuscular injections, and works through light clothing such as Starfleet uniforms. A single hypospray holds up to five different drug ampules, each providing ten injections. The user selects the desired dosage with a simple touch pad.

While anyone can use a hypospray, selecting the proper drugs and dosages requires a Medical Sciences Test. The Difficulty varies with the patient and procedure: a medic unfamiliar with non-Human biology may find that setting tranquilizer dosages for a Vulcan is a Challenging task. Hyposprays used by Away Teams and similar groups usually contain stimulants, tranquilizers, painkillers, tri-ox compound (a drug that allows recipients to function more easily in low oxygen environments), and a broad-spectrum antitoxin. Most medkits also store additional doses, along with antibiotics and antiradiation drugs.

Size: 15 cm x 3 cm x 3 cm
Mass: 0.1 kg
Duration: 250 injections

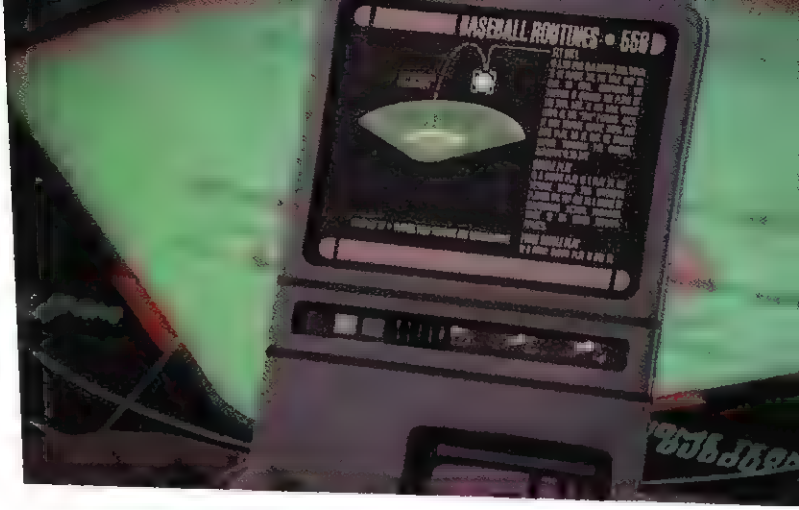
Neural Stimulator

This device stimulates or suppresses a subject's neural activity (usually to relieve pain, abate seizures, restore a patient to consciousness, or temporarily sustain a severely injured or dying patient). Like the autosuture, the neural stimulator requires a Medical Sciences Test, with a Difficulty depending on the patient's condition: Waking a patient with a mild concussion is a Moderate task, while reviving a patient from a weeks-long coma is a Difficult Test.

Size: 10 cm x 6 cm x 0.2 cm
Mass: 0.02 kg
Duration: 50 hours + induction recharging

PERSONAL ACCESS DISPLAY DEVICE (PADD)

Personal access display devices are among the most common tools in the Federation and other societies; nearly every inhabitant of an advanced planet owns at least one PADD. In essence, a PADD is an extremely powerful hand computer capable of holding several billion pages of text and pictures in two isolinear optical chips. They consist of a high-resolution touch-sensitive screen as well as several multifunction touch



pads. They also contain a subspace transceiver equal in power to a combadge; a PADD can communicate with other devices up to 40,000 km away.

Civilians use PADDs to keep track of appointments, communicate with various planetary computer networks, and even play games for personal amusement. On space stations, PADDs are used to send and receive reports and to access the station's central computer. A user can configure a PADD to assume the functions of any control panel or workstation, limited in utility only by its small, portable size. While they're too slow and clumsy for use in combat or a similar crisis situation, theoretically one person could administrate an entire space station or starship using a standard issue PADD. Authorized users can also employ PADDs to access certain functions aboard starships and space stations. Command staff members know security override codes, allowing them to control many systems from remote locations while using a PADD.

Cardassian PADDs appear smaller than the Federation version, but exhibit more rugged construction. As hybrids of Cardassian and other technologies, they demonstrate many innovations borrowed from other civilizations. Ferengi PADDs are longer and narrower than Starfleet PADDs. Optimized for financial calculations, tracking inventory, and similar functions, they maintain records of the previous 358,700 transactions. Klingon PADDs reveal greater functional limitions than most other PADDs, but also prove more durable and rugged.

Size: 10.16x15.24x.95cm or larger
Mass: 0.2 kg
Duration: 100 hours (Starfleet), 37.5 hours (Cardassian), 50 hours (Ferengi), 47.5 hours (Klingon), + induction recharging for each.

PERSONAL COMMUNICATOR (COMBADGE)

Voice communication aboard space stations and starships maintained by the Federation and most other societies occurs primarily via personal communicators housed in badges worn by all personnel. Combadge signals are received by a central computer and routed through the optical data network (ODN) to reach the intended recipient. Voice recognition routines are quite intelligent, demonstrating the ability to understand conversational cues to route transmissions properly. Either party can terminate communications by command

(closing with the word "out"), by opening a channel to another party, or by ceasing conversation (a ten second pause closes the channel).

Starfleet combadges enjoy an effective range of 40,000 km under their own power, and more than 60,000 km when boosted by a station's transceiver. Personal communicators contain miniature Universal Translators, allowing communication with any natives an Away Team encounters.

Bajoran combadges resemble Federation communicators; their Universal Translators house inferior linguistic libraries but operate faster as a result. The Klingon combadge, made of polyduranium and baakonite, carries the emblazoned insignia of the wearer's military division. It suffers from a slightly shorter range and limited translation library. Ferengi use translator implants, activated by muscle impulses in the lobe area; they use a power cell which the user must replace every two weeks. The implant's language library is nearly three times as large as that of a Federation combadge, and includes currency conversion tables for all fiscally active cultures.

Size: 5 cm x 4 cm x 0.5 cm
Mass: 0.01 kg
UT Library: 253 languages (Federation); 198 languages (Bajoran); 155 languages (Klingon); 756 languages (Ferengi)
Duration: 1,000 hours + induction recharging

TRICORDERS

Tricorders are extremely compact and powerful sensor devices. In addition to a broad array of miniature electromagnetic, magnetic, audio, chemical, and subspace sensors, tricorders include extremely detailed databanks covering a wide range of scientific and historical information. The computer in the tricorder can rapidly identify known lifeforms, materials, and energy sources by comparing its sensory readings to its internal databanks. Tricorders can also attempt to analyze unknown lifeforms, materials, or energy sources, although complete analysis can require up to an hour. But during this time, the tricorder may still be used to perform other, less involved tasks. Tricorders contain subspace communicators with ranges comparable to those of personal communicators. Tricorders can send and receive data of all types, logging onto starship computers or other distant networks.

The Bajoran tricorders commonly used on Deep Space 9 resemble Federation tricorders, but reveal more limited functionality. Most are optimized for forensic detection and analysis, tracking anomalous energy fields and particles (including residual weapons signatures), or detecting contraband. Cardassian tricorders demonstrate even fewer applications; they are employed primarily as battlefield sensors or emergency scanners. To keep them from falling into enemy hands, they are often equipped with a self-destruct charge made of trilithium.

Range: 2,000 meters for long range scans, 25 meters for short-range scans. All long-range scans are omnidirectional, but the user must aim the tricorder at a specific location to perform a short-range scan. Various types of ionic and other electromagnetic interference can greatly inhibit the range and accuracy of tricorder scans.
Size: 15.81 x 7.62 x 2.84 cm
Mass: 298.3 kg
Duration: 1,000 hours (limited use) or 36 hours (continuous use with all systems activated) (Federation); 650 hours (limited use) or 23 hours (continuous use) (Bajoran); 350 hours (limited use) or 12 hours (continuous use) (Cardassian); + induction recharging for each.

Engineering Tricorder

Engineering tricorders include a special engineering peripheral (EP) appended to one end of the device. The EP contains specialized sensors capable of detecting slight energy fluctuations in addition to a wide variety of energy particles and exotic power signatures. The EP also houses an extensive database documenting all ships and devices used by known species, and a detachable high-resolution probe. The remote probe only has a range of 2 meters, but can determine the exact physical composition of any substance, as well as identifying precise details such as minute energy residues or microfractures and material flaws in an object's structure.

Range: 2,000 meters for long-range scans, 25 meters for short-range scans, 2 meters for remote probe scans.
Size: 15.81 x 7.62 x 2.84 cm; the remote probe is a 7 cm x 1.5 cm x 1.5 cm cylinder.
Mass: 298.3 kg
Duration: 1,000 hours (limited use) or 36 hours (continuous use with all systems activated) + induction recharging

Medical Tricorder

Medical tricorders have a special medical peripheral (MP) attached to one end. The MP features specialized bio-sensors used to collect information and compare it to data in its vast internal database. The database contains anatomical files detailing more than 200 species, in addition to containing medical information pertaining to hundreds of thousands of diseases, illnessses, infections, and similar medical phenomena.

MP sensors can identify a subject's species and detect vital signs at a range of 25 meters. Within 5 meters, the sensors can analyze a being's internal structure, in a manner similar to

Tricorder Information

A Federation tricorder's tough duranium casing protects it while closed. When opened, it displays a number of touch pads and indicators. These are:

PWR STBY: Standby mode indicator.

F1/F2: This is the dual function control switch. Most controls on the tricorder reveal dual functions. This control switches between the two.

I (Internal) & E (External): The "I" switch allows the tricorder to access data from its own sensors, while the "E" switch allows the tricorder to receive data from remote sources, including a starship's main computer.

Alpha, Beta, Delta, Gamma: Four indicator lights let the user know if the tricorder is recording (Alpha), accessing (Beta), processing (Delta), or transmitting (Gamma) data.

Display Screen: This small screen and the concealed speaker may display any audiovisual information recorded by or stored in the tricorder. This screen can also display sensor data from the tricorder, including visual representations of IR, UV or other invisible forms of radiation. It is possible to use a tricorder to perceive objects and creatures normally invisible to humans.

Library A/B: The "A" function directs the unit to store data in its main memory; "B" directs the unit to store data on one of the unit's two removable isolinear optical chips.

GEO/MET/BIO: These switches direct the unit to perform geological, meteorological, or biological (lifeform) scans. When used with three adjacent buttons, the unit can control and receive data from up to 27 remote information sources. Using its built-in sensors, the unit can perform the following different scans:

Biological, long-range: The unit can detect the number and position of all lifeforms of a given size within its range. It can also track individual lifeforms.

Biological, short-range: The unit can identify the type of lifeform (such as humanoid, energy being, reptilian), including the exact species if that lifeform is known to Federation science. It also provides general information about the creature's physical condition.

Geological, long-range: The unit can locate large caves, significant mineral deposits, and important geological features, such as fault lines. This setting can also determine the rough chemical composition of any substance within range and locate large concentrations of any desired material.

Geological, short-range: The unit can detect small caves and concealed features, such as underground water, or small mineral deposits. The unit can also locate small concentrations (as little as a few grams) of a desired substance and analyze the exact chemical composition of unknown substances.

Meteorological, long-range: The unit can analyze local weather patterns, predict the weather up to twenty hours in advance, and detect unusual phenomena such as ionic interference. This setting reveals the magnitude, type, and location of any large energy sources within its range (such as a shuttlecraft).

Meteorological, short-range: The unit can determine the exact composition of the local atmosphere; it can also detect and locate small energy sources (such as another tricorder).

Comm Transmission: These four switches govern communication with other devices. "Accept" allows the unit to receive information from a remote source; "Pool" networks it with other devices; "Intership" links it to a ship's computer; and "Tricorder" links it with other tricorders in range. Like a personal communicator, a tricorder can contact a starship up to 60,000 km away and another tricorder or combadge up to 500 km away.

EMRG: This is an emergency transmission button. Once activated, the tricorder sends all of its stored data to a starship. This transmission can take up to ten minutes and temporarily shuts down all other functions.

Image Record: These buttons allow the unit to record, playback, and edit audiovisual recordings made by the unit. A tricorder may store more than 2,000 hours of high-density recording in its Library B memory.

ID: This touch pad can be calibrated to a user's unique bioelectric field, preventing others from using the device or accessing it's data.

a 20th-century CAT scan, to detect broken bones, internal injuries, and the like. The MP also contains a detachable high-resolution probe. The remote probe only has a range of 1 meter, but is capable of extremely refined sensory input, including DNA typing, blood chemistry analysis, and detection of all known drugs, poisons, bacteria, and viruses.

Range: 2,000 meters for long-range scans, 25 meters for short-range scans, 1 meter for remote probe scans.
Size: 15.81 x 7.62 x 2.84 cm; the remote probe is a 7 cm x 1.5 cm x 1.5 cm cylinder.
Mass: 298.3 kg
Duration: 1,000 hours (limited use) or 36 hours (continuous use with all systems activated) + induction recharging

Personal Weapons

Many persons on the frontier carry some sort of weapon. Although Starfleet actively discourages physical aggression, many other societies do not, and even Starfleet personnel employ an assortment of weaponry for defensive purposes. In addition to hand phasers, some people use various "archaic" weapons such as the Klingon *bat'leth*, Andorian *chaka*, or various types of swords from Earth.

Energy weapons are the most destructive of the personal weapons employed on the frontier. Though lethal at their highest settings, most energy weapons feature milder applications, such as the ability to stun targets rather than vaporize them.

PHASERS

Phasers (short for PHASed Energy Rectifiers) remain the standard weapons issued by the Federation and its allies. The common Starfleet models include the small phaser Type I, carried as a hand weapon on many occasions, and the larger phaser Type II, issued only when there is a significant threat of violence. The phaser Type III, or phaser rifle, rarely sees action aboard space stations or starships, although both stock them in secured weapons arsenals for deployment in appropriate situations. The advanced Type III-A phaser rifle, with its improved seeker/tracker and other advanced features, is not currently deployed on Deep Space 9 or similar stations. Most civilian planetary security forces operating in or near Federation space issue their personnel the equivalent of Type II phasers; some of these are described in the following sections.

Regardless of model, all Federation phasers contain a subspace transceiver, allowing a station's or ship's computer to monitor usage. This limits all on board to setting 3 (Heavy Stun) or lower unless authorized by the command staff. If desired, the firing button can be set to the user's bioelectric field, so only the unit's designated user can fire it. Skilled tampering can override these safety interlocks. Other societies' energy weapons may or may not possess similar features.

Phasers project beams of rapid nadions (highly energetic, short-lived subatomic particles). These particles can produce a wide variety of effects, depending upon their energy state. At a low setting, phasers produce a bioelectric shock capable of stunning most targets. At moderate settings, the beam heats the target. At the higher settings, a phaser beam causes subatomic disruption which can vaporize moderate-sized objects and cause larger objects to explode.

A user can set a phaser to fire in four distinct modes: standard beam, pulse, continuous beam, or wide beam. Similar weapons may or may not possess all of these firing modes.

Standard Beam: The default setting, standard beam inflicts damage and consumes charges as indicated on the Phaser Damage Chart.
Pulse: A phaser pulse does more damage at the cost of greater energy expenditure. When firing in pulse mode, add +1 point of damage to the roll, but spend two extra charges.
Continuous Beam: This mode consumes more energy (two extra charges) to emit a continuous beam providing greater accuracy: When employed, characters add one die to Energy Weapon (Phaser) Tests they make to hit a target.
Wide Beam: The firer can vary the width of a phaser beam from its normal narrow configuration to a special wide-beam mode. When used on wide-beam setting, phasers only have a range of 10 meters, but the beam affects everything in a swath up to 8 meters wide. Using a phaser on wide beam takes three times as many charges as using it on the standard setting. Because of the extremely high power requirements for wide beam mode, it can only be used on settings 1-6.

In addition to being powerful weapons, phasers make useful tools. On standard beam setting, a firer can use a phaser to clear undergrowth in the jungle or carve wood, metal, or rock. On wide beam mode, he can use a phaser to heat rock and radiate warmth in cold climates, as well as to clear away obstacles like snow, ice, or vegetation.

A user may also set a phaser to overload. When set to overload, a phaser explodes within 30 seconds. The resultant blast inflicts 1 point of damage for every charge the phaser contains, and covers an area with a radius of 3 meters.

The energy in phasers is stored in sarium krellide cells. Phasers can be recharged by plugging them into the standard power taps of a ship's electroplasma system, or by attaching them to portable sarium krellide units (like small portable generators). It takes approximately one minute to restore ten charges' worth of a phaser's energy.

Phaser Type I

Settings: 1-8
Range: 5/10/25/50
Size: 12 cm long, 0.3 L in volume
Mass: 0.2 kg
Energy: 160 charges

Phaser Type II

Settings: 1-16
Range: 5/20/50/100
Size: 25 cm long, 0.8 L in volume
Mass: 0.6 kg
Energy: 1,000 charges

Phaser Type III

Settings: 1-16
Range: 5/40/80/150
Size: 55 cm long, 1.6 L in volume
Mass: 1.1 kg
Energy: 1,500 charges

Phaser Type III-A

Settings: 1-16
Targeting: 1 (-1 Difficulty for all shots)
Range: 5/45/85/160
Size: 62 cm long, 2.0 L in volume
Mass: 1.4 kg
Energy: 1,500 charges

BAJORAN PHASERS

Bajoran phasers resemble Federation models in function and effectiveness, although their design relies on slightly different technological principles: they use a tight focusing beam to "direct" the larger, damaging, energy discharge. Bajorans equip some of their rifles with target discriminators to prevent discharge against anyone carrying a specially coded biogenic transponder (Bajoran resistance fighters used these devices to reduce "friendly fire" casualties).

Use the Phaser Damage Chart to determine the damage done by Bajoran phasers.

Bajoran Phaser Pistol

Settings: 1-16
Range: 5/20/50/100
Size: 22 cm long, 1.4 L in volume

Mass: 1.0 kg
Energy: 400 charges

Bajoran Phaser Rifle

Settings: 1-16
Range: 5/40/80/150
Size: 50 cm long, 1.5 L in volume
Mass: 1.1 kg
Energy: 500 charges

CARDASSIAN PHASERS

Cardassian phasers are similar to Bajoran phasers, but possess only two settings—a stun setting equivalent to Heavy Stun on a Federation phaser, and a lethal setting equivalent to Heavy Disrupt A on a Federation phaser. Cardassian phasers use isotolinium ampules for power; if accidentally released in a single burst, these ampules can vaporize four cubic meters of tritanium. Fortunately, Starfleet has never recorded such an accidental discharge.

Cardassian Phaser Pistol

Settings: 1-2
Range: 5/20/50/100
Size: 23 cm long, 0.5 L in volume
Mass: 0.5 kg
Energy: 800 charges

Cardassian Phaser Rifle

Settings: 1-2
Range: 5/40/80/150
Size: 50 cm long, 1.5 L in volume
Mass: 1.1 kg
Energy: 1,250 charges

DISRUPTORS

Disruptors remain an alternative to phasers, and are used primarily in the Romulan Star Empire and Klingon Empire (many pirates and other criminals also use them). They fire bolts of charged plasma created by microscopic amounts of antimatter. These bolts leave a residue of antiprotons, which can be detected by a sensor sweep for several hours after discharge.

Like phasers, disruptors feature a variety of settings, from Light Stun to Heavy Disruption. On the lower settings, disruptors stun their targets with a combination of concussion and neural shock. On medium settings, the thermal energy from a disruptor bolt can cut through metal or cause lethal damage. On the highest settings, the impact causes violent explosions due to thermal shock.

Starfleet regards disruptors as crude weapons. They cannot produce the same variety of effects as phasers, and they cannot be fired in wide beam mode (though they can simulate pulse and continuous beam modes using the same rules as phasers). The range of power is similar to a phaser; and, while potentially dangerous, the use of antimatter enables disruptors to store more charges than a comparably sized phaser.

Klingon and Romulan disruptors functional identically, but differ in appearance. Unlike phasers, disruptors cannot be recharged with sarium krellide units or a ship's energy-plasma system. The user must load a new power cartridge containing additional antimatter into the weapon to prepare it for firing.

A disruptor set on overload explodes within 30 seconds. The blast inflicts 1 point of damage per charge remaining, covering an area with a radius of 4 meters.

Range: 5/20/50/100
Size: 20-30 cm long, 0.7-1.1 L in volume
Mass: 0.6-1.2 kg
Energy: 1,200 charges

JEM'HADAR WEAPONS

Starfleet has extensively studied captured Jem'Hadar energy pistols and rifles. Unlike Federation, Klingon, and other Alpha Quadrant weapons, Jem'Hadar weapons are not configurable—they have a single lethal setting. They fire a phased polaron beam; the shooter can add chemical enhancements (such as nerve gasses or osteosolvents) to the energy stream to further disable the target.

The Jem'Hadar Rifle can be fired in automatic mode; holding down the trigger causes it to keep shooting bolts of energy (up to 10 per round). If a character uses automatic fire against a single target, he hits with one bolt if his attack Test succeeds exactly, and with another bolt for every 2 points by which his Test Result exceeds the target Difficulty Number. So if a shooter rolls an 11 with a DN of 7, he hits the target with three energy bolts. Each bolt inflicts damage separately.

Alternately, a character may use automatic fire against multiple targets. To do so, he declares how many shots he will fire, up to 10. All targets must be within a 90-degree arc in front of the character, and he must fire at all individuals within that area—he cannot "skip over" allies to target only enemies. He makes a separate Test to hit each target, at the standard Difficulty Number for range, with +1 to the DN for each target after the first (thus, the second target is at +1 DN, the third at +2, and so forth). Starting on one side of the arc, he "sweeps" the gun across the arc, rolling to hit each target as he goes, until he reaches his declared number of shots.

Jem'Hadar Pistol

Damage: 15 + 4d6 (20 charges/shot)
Range: 5/20/50/100
Size: 25 cm long, 0.7 L in volume
Mass: 0.7 kg
Energy: 1,250 charges

Jem'Hadar Rifle

Damage: 18 + 6d6 (25 charges/shot)
Range: 5/40/80/150
Size: 60 cm long, 1.7 L in volume
Mass: 1.1 kg
Energy: 1,750 charges

Jem'Hadar "Houdini" Mines

"Houdini" mines are designed to stay hidden once emplaced; they do so by floating in a subspace location correlating to a place in normal space. This makes them extremely difficult to detect; only tricorders configured to read a particular band of subspace can find them. When a Houdini "pops" out of subspace, it explodes, injuring whomever or whatever is close by. In 2375, Captain Benjamin Sisko turned the tables on the Dominion at the seige of AR-558 by extracting their Houdinis from subspace and moving them in the way of oncoming Jem'Hadar troops.

Damage: 20 + 8d6 damage in Blast Radius of 3 meters; Dropoff of 10 points per 5 meters
Range: 5
Size: 50 cm radius sphere
Mass: 2 kg
Energy: 1 charge each

MELEE WEAPONS

Starfleet does not normally issue melee weapons, although civilian police use stunrods when necessary. Since they operate within the narrow corridors of space stations and starships, Starfleet security personnel prefer to use phasers set on stun mode. In contrast, many alien species use melee

Energy Weapon Damage

The Damage listed for phasers (and other energy weapons) is provided for game purposes, to allow characters some chance of resisting and surviving energy damage. To achieve a more cinematic or "realistic" result, use the textual description under "Notes" to determine what happens when a person, creature or object is struck by energy fire. For example, if the characters try to destroy some enormous creature, like a blue whale, don't bother making a damage roll, just use the description to determine the end result.

PHASER DAMAGE

Setting	Damage	Chg	Notes
1 Light Stun	(2+2d6)	1	Stun a Human for 5 minutes
2 Medium Stun	(4+2d6)	2	Stun a Human for 15 minutes, or a Klingon for 5 minutes
3 Heavy Stun	(6+4d6)	3	Stun a Human for 1 hour, or a Klingon for 15 minutes
4 Light Thermal	8+2d6	5	Cut a 1 m hole in 10 cm of wood in 3 minutes
5 Heavy Thermal	10+2d6	8	Cut a 1 m hole in 10 cm of steel in 3 minutes
6 Light Disrupt A	12+3d6	12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
7 Light Disrupt B	14 + 4d6	15	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
8 Light Disrupt C	16+4d6	20	Vaporize a humanoid
9 Light Disrupt D	24+5d6	30	Vaporize resilient alloys (beam ricochets possible)
10 Heavy Disrupt A	30+9d6	40	Vaporize any substance (energy rebound prior to vaporization common)
11 Heavy Disrupt B	40+12d6	50	Explode 10 cubic meters of rock into rubble
12 Heavy Disrupt C	60+12d6	60	Explode 50 cubic meters of rock into rubble
13 Heavy Disrupt D	80+18d6	70	Explode 100 cubic meters of rock into rubble
14 Heavy Disrupt E	100+12d6	80	Explode 160 cubic meters of rock into rubble
15 Heavy Disrupt F	120+12d6	90	Explode 400 cubic meters of rock into rubble
16 Heavy Disrupt G	160+12d6	100	Explode 600 cubic meters of rock into rubble

DISRUPTOR DAMAGE

Setting	Damage	Chg	Notes
1 Light Stun	(2+2d6)	1	Stun a Human for 5 minutes
2 Heavy Stun	(4+2d6)	2	Stun a Human for 15 minutes, or a Klingon for 5 minutes
3 Light Thermal	10+2d6	8	Cut a 1 m hole in 10 cm of steel in 3 minutes
4 Heavy Thermal	12+3d6	15	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds; cut a 1 m hole in a duranium bulkhead in 10 minutes
5 Light Disrupt	24+5d6	35	Vaporize almost anything, including humanoids and resilient alloys
6 Heavy Disrupt	160+12d6	100	Explode 600 cubic meters of rock into glowing rubble

weapons of various sorts. The Klingon Empire maintains melee weapons and their use as part of its cultural identity. To see a Klingon without a *mek'leth* or *d'k tahg* on his person is unusual, unless of course, he carries a *bat'leth* instead.

The following entries present a list of the most common melee weapons available in Federation space. Each listing rates the described weapon in terms of its Size, Mass, Accuracy, Block, and Damage.

Bat'leth

The traditional Klingon "sword of honor." While untrained individuals often have difficulty using this crescent-shaped, four-pronged weapon, Klingon warriors have developed elaborate and beautiful martial arts using it. The *bat'leth* is an extremely deadly melee weapon, especially in the hands of a being as strong as the average Klingon. *Bat'leths* are made of *baakonite*, a metal similar to tritanium.

Size: 116 cm x 50 cm x 2 cm
Mass: 5.3 kg
Accuracy: 9
Block: +2
Damage: 5+2d6

Chaka

An Andorian dagger, the *chaka* is a three-bladed weapon held in the fist; the short blade projects out and up from the fist, while two slender, longer blades protrude to either side. The weapon's basket hilt protects the user's hand, enabling a skilled *chaka*-fighter to punch, thrust, slash and block, all with equal ease.

Size: 75 cm long side to side; 35 cm long from back of hilt to tip of forward blade
Mass: 1.8 kg
Accuracy: 7
Block: +2
Damage: 4+2d6

Club

Clubs include any variety of moderate-sized blunt object that can be used as a weapon. Bottles, chair legs, and even the butt of a phaser rifle can all serve as clubs.

Size: Usually around 40-60 cm long
Mass: 0.5-1.5 kg
Accuracy: 6
Block: +1
Damage: 2+2d6

D'k tagh

This three-bladed ceremonial knife remains of great symbolic importance to Klingon warriors. It finds use both in combat and for Klingon rituals, many of which involve ceremonial bloodletting.

Size: 50 cm long
Mass: 1 kg
Accuracy: 8
Block: +2
Damage: 3+2d6

Kar'takin

The *kar'takin* is a short, pike-like weapon used by the Jem'Hadar. It features a straight, axe-like cutting edge, a sharp point for thrusting, and a blunt back bar usable as a club.

Size: 110 cm long
Mass: 4.5 kg
Accuracy: 8
Block: +2
Damage: 4+2d6

Knife

Knives are perhaps the most basic of tools and weapons, and are used by humanoids throughout the galaxy.

Size: 15-30 cm long with a 10-20 cm blade
Mass: 0.2-0.4 kg
Accuracy: 8
Block: +1
Damage: 3+2d6

Lirpa

An ancient Vulcan ritual weapon, the *lirpa* is essentially a long pole with a weighted club on one end and a razor-sharp, crescent-shaped blade on the other. Its only common use in the 24th century involves ceremonial customs, such as martial arts exercises, or during the *Pon farr* madness on those rare occasions when the ancient rites of mating combat are invoked.

Size: 160 cm x 30 cm x 20 cm
Mass: 5.6 kg
Accuracy: 8
Block: +3
Damage: Blade 3+2d6, Club 2+2d6

Mek'leth

A popular type of Klingon sword, the *mek'leth* can be used with one or both hands.

Size: 70 cm long
Mass: 2.5 kg
Accuracy: 7
Block: +2
Damage: 5+2d6

Stunrod

Stunrods are energized melee weapons used by planetary police and security forces throughout the Federation. A stunrod resembles a padded club that does minimal physical damage, but inflicts phaser-like stun effects upon anyone it hits.

Size: 50 cm long, 3 cm in diameter
Mass: 0.5 kg
Accuracy: 7
Block: +2
Damage: 1 + Stun effects equal to phaser settings 1-3; user can change the setting at will
Charges: 200

Sword

Swords are basically long, heavy knives. Most humanoid species employed some type of sword at one time or another in their history. Today, recreational fencing remains popular on many worlds, keeping the tradition of the sword alive throughout the galaxy.

Size: 50-120 cm long
Mass: 0.5-2 kg
Accuracy: 7
Block: +2
Damage: 4+2d6 or greater (depending on size of sword)

Station and Shipboard Technologies

Although Away Teams carry numerous powerful devices with them, the equipment aboard a space station or starship is significantly more powerful than any portable device. Every Federation space station and starship, from starbases and deep space stations to small *Oberth*-class ships and massive *Sovereign*-class vessels, shares certain components—replicators, sensors, a bridge, and the like. The difference between stations and ships lies in their specifications. An *Excelsior*-class vessel only has four personnel transporters, while the *Galaxy*-class ship boasts six; Deep Space 9 has three large shield generators, but another station might have only two. For information pertaining to various types of stations and starship classes, see the "Stations and Starships" chapter.

Operations Center (Ops)

The Operations Center (or "Ops") serves the same function aboard a space station as the main bridge serves for a starship—it acts as the nerve center for the entire installation. Ops contains the Command Station (or other focus of command, such as a captain's chair or office) and several other workstations. These may include the Command Operations Manager Station, Science Station, Engineering Station, and Tactical Station. From the operations center, personnel can monitor and direct all station functions.

Command Station

The primary command station on a ship is the captain's chair. It features armrests which incorporate minidisplays and simplified Conn and Ops controls. From this station, the captain can override any system on the ship.

Things are usually different on a space station. Instead of a captain's chair, there is more likely to be an office or an actual command station. This varies from station to station based on the station's function, available space, and the like.

Flight Control (Conn)

The Flight Control console is where the actual navigation and piloting of a starship take place (space stations, being immobile, don't need Flight Control panels). From this control panel, a flight officer can access the warp drive and impulse systems controls that direct a ship's flight, input flight information, and supervise automatic flight operations. It displays navigational information from the long-range and navigational sensors, and monitors a ship's subspace field geometry. Using the manual sequence controls, the Conn can modify the flight plan to adjust for minor variations in course and compensate for navigational hazards. Manual control seldom occurs outside of emergencies or other precise and difficult situations. Shipboard Systems (Flight Control) is used to operate this station.

Operations Manager Station (Ops)

Station and shipboard operations require the allocation of resources to power systems such as sensors or shields. This console presents the operations officer with a continually updated list of major shipboard or station activities and status reports by department. The ship's or station's computer programs automatically handle routine scheduling and resource allocation, freeing the officer to focus on critical decisions during crisis situations. This may include requesting emergency power from engineering or shutting down all nonessential systems. Shipboard Systems (Mission Ops) is used to work this station.

Science Station

The science station provides real-time data gathered from sensors and probes, and allows science personnel to reconfigure sensor systems as needed. Information from various science laboratories and other departments feeds into this station as well. Personnel can access the LCARS (Library Computer Access and Retrieval System) through this terminal, which also provides back-up for Conn, Ops, and Tactical. Isolinear chips containing specialized mission profile programs can be loaded as needed.

Engineering Station

On a space station, main engineering control is usually handled from this station in the Operations Center. Personnel can monitor and control all the station's functions, including its fusion reactors and other power systems, from here. The engineering station on the bridge of a starship allows the Chief Engineer to oversee and run Engineering from the bridge when his presence is required there.

Tactical Station

The tactical station controls a station or ship's weapons, including phasers, photon or quantum torpedoes, tractor beams, and deflector shields. Displays provide status reports on the various defensive systems, such as the current power levels of the deflectors, while the targeting computer translates incoming sensor data into a tactical display. Using this console, the tactical officer can identify external threats with the main sensors, monitor internal threats, and dispatch security teams. Other systems accessible from this station include long and short-range sensors, communications, and sensor probes. Shipboard Systems (Tactical) is used to operate this station.

Other Stations

Larger stations and ships often contain an environmental station. It allows the Environmental Systems Officer to oversee and control the life support system. Since a station's or ship's life support system is highly automated, this position is manned only during emergencies. The mission ops control station provides additional support to the Operations Manager, and is specifically responsible for monitoring secondary missions, such as Away Teams, or nonessential sensor usage.

THE COMPUTER CORE

A station or starship computer is a marvel of isolinear technology. While fully sentient computers have proven unreliable, station and starship computers contain advanced—if nonsentient—artificial intelligence programs, allowing them to understand and respond to spoken commands. The primary interface between the computer and the crew is the Library Computer Access and Retrieval System (LCARS). This system allows crew members to use voice commands and graphic interfaces to access the computer.

The central computer continuously monitors everything inside the station or ship, including the location of all crewmembers. The computer deals with any emergency occurring within its internal systems, or it immediately notifies all command personnel of the need for human assistance. The crew can access the computer's programs using any of the configurable display panels found throughout the station. The computer's databanks are extremely large, containing the equivalent of trillions of pages of text.

The heart of all Federation computers is the isolinear optical chip (other major societies use similar technology; Cardassian computers, for example, feature isolinear rods). Roughly the size and shape of a microscope slide, an isolinear chip can hold up to 2.15 kiloquads of data. On large stations and starships, each computer core occupies a cylinder approximately 20 meters tall and 12 meters in diameter, and contains more than 200,000 isolinear chips. Every station and ship contains at least one backup computer core in case the primary core suffers irreparable damage.

In spite of its vast resources, a computer proves capable of operating a station or ship only during routine operating conditions. Human control is required during any emergency or unknown crisis, including combat situations. Since the computer is not actually sentient, it cannot make complex judgments or anticipate the wants and desires of the crew unless it has been specifically instructed to perform a task. For example, a computer will instantly know if a crewmember vanishes from his quarters once his combadge cuts off, but it would not necessarily notify anyone unless asked. If instructed, it will report any occurrence of specific phenomena. All station and starship computers instantly notify the crew about serious emergencies, such as life support failures, but only because they have been pre-programmed to do so.

The computer also contains a universal translator similar to that found in a personal communicator. It analyzes languages and compares them to its linguistic databank. Instant translation is available between any of the many thousands of languages stored in the translator. This translation is fully two-way, so each party can hear the other's speech in their own language. The universal translator can also analyze unknown languages and deliver a reasonable translation within half an hour after exposure to a new language. Whenever a universal translator is used, native speakers can immediately recognize

that the speech comes from the device and not from another person. The only way to pass for a native speaker of a language is actually to become fluent in the language.

CONTROL PANELS

There are control panels at every workstation and in most hallways throughout a station or ship. Each control panel uses multilayered flat screen technology to display audiovisual information. The entire surface of the panel is touch sensitive and can be configured into hundreds of separate touch-pads. Almost every control panel can be configured to control any system and display any desired information. In short, all functions of a station can be monitored and controlled from a single control panel. However, only the members of command staff have the required authorization to control critical systems. Most personnel configure their workstations to suit their needs; once programmed into the computer, a personal configuration can be activated with a simple voice command.

HOLOSUITES

All but the smallest space stations feature at least one holosuite to assist with crew training and provide expanded avenues for personal recreation. In a holosuite, users can participate in interactive holonovels, simulate vacations in distant locations, perform elaborate training excercises, or simply enjoy a vigorous physical workout. A holosuite consists of a square room, at least 4 meters on a side. The walls, floor, and ceiling of the room contain a complex array of sensors, holographic generators, force field projectors, miniature tractor beams, and micro-transporters. Holosuites found on starships are referred to as "holodecks."

Holosuites can produce images of any desired landscape or environment. While most of the "terrain" is composed of force fields covered by holograms, important objects or devices are actually created by replicators and beamed into the room. Holosuite force fields create the sensation of movement by producing a treadmill-like effect on the floor. A holosuite can even create holographic characters and other seemingly animate beings. These beings are fabricated with holosuite matter, requiring continual force field stabilization and input from micro-transporters. If this matter leaves the holosuite, it disintegrates in seconds.

Characters created by a holosuite respond like normal people but are programmed to respond to a crewmember's holosuite persona as if it were real. Most holosuite creations "live out" their roles completely unaware that they are simulations. However, some holocharacters, such as Vic Fontaine on Deep Space 9, are aware of their true nature. And on several occasions, holosuites have created sentient characters similarly aware of their status. The Federation has yet to work out the moral implications of creating sentient life using a holosuite. While it is possible to create a holosuite simulation of a living person using their visual image, voice recordings, and personality profile, it is considered unethical to do so by Starfleet personnel.

All holosuites rely on safety overrides to protect users from harm. Potential harm is limited to light blows and damage equivalent to level 1 phaser stuns. While it is possible to negate these safety features, doing so is not recommended. Nonetheless, these features have been known to fail when a holosuite becomes damaged. With the safeties off, a holosuite-created phaser or sword can injure or kill as easily as a real one can. When such malfunctions occur, it is even possible the user will be unable to terminate the program or leave the holosuite in the normal fashion.

A well-conceived holosuite program appears virtually indistinguishable from reality. If someone has been unknowingly beamed onto a holosuite, he may be unable to tell that his experiences are illusory (such as when Dr. Julian Bashir was interrogated by the super-secret "Section 31"). Some societies have employed holosuites in this capacity to reveal spies and traitors, by dropping them into fictitious situations they believe to be real. Using a holosuite in this fashion mayof course be considered highly unorthodox andunethical.

Not all stations contain holosuites, since they require significant space and computer power, but most do. On some space stations holosuites may be civilian-owned or managed. For example, on Deep Space 9, Quark's bar features several private holosuites, and Quark charges patrons for their use.

LIFE SUPPORT

Life support, which maintains a breathable oxygen-nitrogen atmosphere along with a comfortable temperature and humidity, is perhaps the most critical system within any starship or space station. Stations and ships employ multiple redundant life support systems, so personnel rarely run out of oxygen or worry about freezing in the extreme cold of space. Even in the event of a total life

Common Holosuite Programs

Crewmembers design and activate holosuite simulations by accessing the control panel located outside of the holosuite near the main doors. Once launched, programs can be stopped mid-routine by saying "Freeze program." Users can save simulations at any point by issuing the proper command; the program will begin from the save point when reinitiated at a later time.

While the applications of the holosuite are limited only by the user's imagination, the following categories describe some of the more popular uses to which holosuites are put for recreation:

- **Literary Simulations:** Many holosuite programs recreate famous dramatic works, from literary classics (Shakespeare's plays, *Paradise Lost*) to "pulp fiction"—including a wide variety of mystery and adventure scenarios placing the user into the role of an important spy or detective. Popular examples include the Dixon Hill detective holonovels and Julian Bashir's "1960s Earth espionage" programs.
- **Outdoor Recreation:** Hiking, mountain climbing, or kayaking scenarios, to name a few examples, are popular with crewmemberswho spend years confined to the cold, sterile environment of a space station or starship.
- **Romance Programs:** Romance scenarios,from the *faux* Highland variety produced on the Caldos colony to the racier "Vulcan Love Slave II" holonovel, find audiences among a broad spectrum of holosuite enthusiasts.
- **Military Simulations:** Starfleet officers, who belong to a quasi-military organization, naturally have an interest in military history and the great battles of the past (especially naval battles). A variety of personal combat scenarios exist, presenting a wide range of real and imaginary battles, opponents, and weaponry. Participants can take part in everything from one-on-one duels with enraged Klingon warriors to mass engagements such as the siege of the Alamo.
- **Light Entertainment:** This category ranges from programs simulating the famous restaurants of the galaxy, to programs which re-create the most beautiful or relaxing places found on any of a thousand planets (like the Hoobishan Baths on Trill). Fictional settings such as Julian Bashir's "Vic Fontaine's" holocabaret also enjoy wide appeal.
- **Self-Aware Programs:** Many simulations create "self-aware" holocharacters who engage participants in lively banter, serious discussion or heated debate. Holosuite computers prove capable of infusing such characters with astonishing degrees of personality and insight, drawing on starbase personnel files and previous holoroutines to evaluate the participant and engage their interest. The previously mentioned Vic Fontaine program is a perfect example: Vic not only provides entertainment, he offers useful advice, and the chance for the inhabitants of Deep Space 9 to work out their problems
- **Historical/Mythological Simulations:** Many programs recreate historical (or mythological) eras or events, allowing crewmembers to experience them firsthand by taking the role of a historical or fictitious participant. This includes everything from Earth legends such as King Arthur and Doc Holliday to the tales of Kahless and Lukara.

support systems failure, emergency backups exist to ensure the survival of the crew.

Although the computer supervises life support, the Environmental Systems Station on the command center or bridge provides for direct human oversight. In the event of a catastrophic failure of the primary and backup environmental systems, a separate reserve system provides life support to emergency shelters located throughout the station or vessel.

Atmospheric processors are located throughout every station and ship. They recycle the air by removing carbon dioxide and other waste gases, and replenishing breathable oxygen compounds. Operational protocols specify a duty cycle (96 hours on most Federation stations and ships) before switching between parallel atmospheric processors, to allow for routine maintenance.

A network of graviton generators provides artificial gravity on board a station or ship. This ensures the proper sense of "down" and allows the crew to move about easily. The principle behind the gravity net is the same as the tractor beam—both create a controlled stream of gravitons. On ships, this system connects to the inertial dampening system, to minimize motion shock during flight. Even then, the inertial potential varies from one location to another, especially during sudden shifts in mass, such as those resulting from a docking space vessel, or explosions caused by combat.

REPLICATORS

An advanced variant of transporter technology, replicators can reproduce everything from spare machine parts to gourmet meals. Replicators transform energy into matter to recreate any object mapped in their memory banks. Instead of storing vast amounts of food, space stations and starships transform energy, raw foodstuffs, and recycled matter into new food via replicators. Similarly, instead of storing thousands of spare parts and personal devices, virtually any device or part can be replicated on demand.

Two types of replicator systems—industrial replicators and food replicators—exist on most space stations. Industrial replicators fashion spare parts and replacement devices, and often approach the size of large chambers or even small bays. By contrast, food replicators fit easily within one section of one wall of crewmember's quarters; and are also installed in most lounges and recreation areas as well. Safety interlocks prevent replicators from producing poisons, weapons or other dangerous substances or objects without special authorization.

Only three major factors limit replicator technology. First, replicating large objects requires a large amount of energy: it's standard procedure to replicate, for instance, a new sensor coil instead of an entirely

new medical biobed. Second, replicators can only produce copies of objects detailed in a computer's memory banks. While the computer contains templates for all the components of a station or ship, as well as thousands of different food and drink selections, new items can only be produced once their physical schematics have been scanned. Not only is a replicator unable to create a new type of phaser without an existing one to scan, a replicator is only able to create an exact duplicate of the original cup of coffee or plate of scrambled eggs stored in its memory banks. While replicated food is nutritious and close to the original in color, texture, aroma and taste, reproduction errors do occur. Many people can tell the difference between replicated food and "the real thing."

Finally, due to limitations of computer storage, it is impossible to replicate an object down to the exact quantum level used by transporters. Replicators only reproduce objects down to the molecular level. For this and related reasons, a few substances—such as certain highly complex compounds (including some medicines) and latinum—cannot be replicated (which explains latinum's popularity as a medium of exchange outside of Federation space). These items must be created by conventional means and delivered to their destinations.

For diplomatic and special occasions, stations and starships often keep small stores of natural food and drink like caviar, gourmet coffee or well-aged Vulcan port. Because of the technological limits of replicators, living beings cannot be created using a replicator; all attempts have resulted in a dead or dying being.

In spite of their limitations, replicators have radically transformed life in the Federation and other societies, in many colonies, and even on many frontiers. Basic necessities are cheaply and easily manufactured, eliminating poverty from many worlds. Nonetheless, demand for unreplicated luxury items remains high and forms a basis for trade between most Federation worlds. Furthermore, some planets, such as Bajor, do not yet possess enough industrial replicators, or have enough power to operate replicators, to eliminate traditional methods of fabricating many items.

SENSORS

Sensors prove vital to station and starship operations, since they provide the ability to detect phenomena at great distances. They enjoy wide applications in scientific, engineering, medical, and defensive endeavors. There is no single all-purpose sensor on a station or ship; rather, they tend to be grouped together in sensor arrays. On Deep Space 9, for example, the sensors are grouped along the outer Docking Ring and all the pylons. Most sensors detect various energy fluctuations, such as electromagnetic oscillations, spectral wavelengths, and gravimetric distortions, which are then interpreted by the main computer into usable information. They tie into the science stations and various laboratories on board.

- **Long-range sensors** sweep long distances to gather navigational and scientific information. They actively scan for subspace EM emissions, graviton particles, neutrino tracks, and thermal images. At sublight speeds the Federation's best long-range sensors in medium-to-low resolution detect activity up to 17 light-years away, with up to 45 degrees of detectable arc from the center of the array. High-resolution scans detect contacts up to 5 light-years away with a very high level of accuracy. Long-range sensors function at warp speeds, although they suffer increasingly in angle of detection, leading to "tunnel vision" at high warp. Long-range sensor pulses propagate at warp 9.9997, slightly slower than subspace radio. Refer to the warp factor chart on page 213 to determine how long it takes for a long-range scan to contact and return (use the warp 9.9999 row; it's easier).
- **Lateral (or short-range) sensor arrays** provide more detailed information about objects and phenomena occurring closer to a station or vessel. They can collect scientific data in numerous directions up to a range of approximately 1 light-year. Each sensor array consists of several individual detection devices, such as wide-angle EM scanners, parametric subspace field stress sensors, and low-level thermal imaging sensors, arranged into a pallet. Starfleet lateral arrays include six standard science platforms able to detect a wide range of phenomena. The majority of pallets fall into standard Starfleet packages, with the remaining positions open for mission-specific packages. Lateral sensor systems demonstrate high redundancy, being widely spread over a ship's or station's entire hull surface to maximize signal gain.
- **Navigational sensors** monitor a ship's position and velocity, and link directly to the Conn's flight control systems. This combination of sensors provides starship crews with extensive capability for astronomical observation, planetary analysis, and remote life-form analysis. They process incoming data through a number of systems, such as Federation timebase beacon receivers, passive subspace multibeacon receivers, and stellar graviton detectors. They gather incoming data constantly, which the computer processes into usable information using three and four-dimensional flight motion software. They feed directly into the flight control system, providing for more rapid processing. The navigational sensors are critical for keeping a starship on course and warning it about space debris.

Although modern sensor technology remains extremely sensitive, some 15,000 known substances elude standard Starfleet sensor scans. Starfleet protocol does not require per-

sonnel to include unusual, rare, and exotic materials in standard analysis routines because of the low incidence of occurrence. Recalibration of sensor systems enables existing systems to detect many of these substances, although this generally renders the sensors "blind" to other substances until the conventional settings have been restored. Detecting the remaining particles requires specialized sensor pallets and/or analysis programming.

PROBES

Probes are automated sensor platforms propelled by microfusion reactors or warp field sustainers, used to extend a station or ship's sensor range and sensitivity, to perform routine surveys, or to reconnoiter. Personnel can reconfigure and pilot probes remotely, although specialized scans require manual replacement of sensor pallets. All probes evidence roughly cylindrical hulls approximately two meters in length—about the same size as a photon torpedo—and are launched using a photon torpedo launcher.

Nine classes of Federation probes exist, each being classified by mission type. Increase in class number does not necessarily indicate a corresponding increase in utility, although it does usually indicate an increase in speed and range. Most other species or societies use similar probes.

The listed probe ranges suggest the expected distance the probe can travel before it ceases to function. Limiting velocity or thrust time can extend this range somewhat, allowing inertia to carry the probe further into space.

Listed sensors indicate the probe's individual sensor capacity. The probe's sensor capacity is given as a bonus to the operator's Shipboard Systems (Sensors) Skill, since sensor telemetry is beamed back constantly.

Probes have no Power characteristic; they are assumed to have sufficient internal power to run their systems until they reach their maximum range or otherwise cease to function.

- **Class I & II probes** are short-range astronomical probes capable of analyzing EM radiation, interstellar chemistry, and subspace fields.
- **Class III & V probes** can land on planets and return samples, providing a detailed on-site analysis of the planet. Class III probes can also be used to analyze the capabilities of enemy starships.
- **Class IV probes** perform close observation of stars and other high-energy phenomena.
- **Class VI probes** act as communicator relays and emergency beacons. The beacon exhibits no warp capability (to limit detection by subspace sensors) but has a high relativistic velocity. Once the probe's fuel is exhausted it coasts at speed, broadcasting a recovery signal toward Federation space. For this reason, the probe features a navigational module to facilitate recovery and trajectory tracking.
- **Class VII probes** can orbit an inhabited planet for up to three months, gathering data about the inhabitants and relaying it to a ship. They counteract sensors used by prestellar civilizations, becoming nearly invisible as a result.
- **Class VIII & IX probes** serve as long-range sensor probes that can travel at warp 9 for up to twelve hours. On rare occasions, Class VIII or IX probe have been used to ferry lone passengers on desperate missions of critical importance.

Common Probe Characteristics

All probes share the following characteristics:

Size: 1
Resistance: 0
Crew/Passengers: None
Computers: 1

For explanations of probe characteristics see the "Stations and Starships" chapter, page 201.

THE INFIRMARY

A station or starship's medical facility contains a clinic, medical research laboratory, and intensive care unit. Most medical treatments occur in the ICU. Each ICU has several biobeds, which can perform all the functions of a medical tricorder's MP unit. A starship's medical facility is called a *sickbay*, while a station's is referred to as an *infirmary*.

For surgery or detailed diagnoses, the arching surgical support frame (SSF) attaches to the top of a biobed. The SSF contains sophisticated sensors, as well as equipment capable of automatically performing simple medical procedures (such as administering drugs and basic trauma stabilization). The SSF also generates a force field to isolate contagious patients and help maintain a sterile environment.

In the infirmary, medical personnel can rapidly treat almost all wounds which do not instantly kill a patient. Broken bones and other injuries are repaired in a matter of minutes using the SSF's bioregenerative field, and millions of diseases can easily be cured using a combination of drugs and nanites. With the exception of severe neural damage and unknown diseases or poisons, almost any condition is curable so long as the patient remains alive when he arrives in the infirmary.

TRANSPORTERS

The primary method for entering and exiting a ship, and many space stations as well, is the transporter. The standard personnel transporter can "beam" six people and their equipment to and from a station or ship, at a range of up to 40,000 km. All but the smallest starships contain multiple personnel transporters. Space stations and larger ships also have cargo transporters (range: 40,000 km) and emergency transporters designed to beam large groups of people away as a means of escape (range: 15,000 km). Dominion transporters seem much more powerful than Federation models. Reports indicate they may be able to transport persons a distance of up to three light-years using a special sub-space transponder.

Transporters work by dematerializing a subject from matter into energy, broadcasting that energized matter stream down a narrow-focus subspace carrier wave, then reassem-

bling the energy back into matter. Each transport carries with it a transporter ID trace, a computer log of everything which occurs during transport. Ordinary transport using Federation transporters lasts approximately five seconds, but the process may take somewhat longer if complications arise. Other species' technology may operate faster or slower than this. Deflector shields and cloaking devices nullify the subspace carrier wave, preventing transporters from breaching their respective fields. Transporters consist of six primary components:

1) The control station monitors and controls the operation of the transporter. Ordinary operation of the transporter is Routine. It can even be preset on a time delay to transport a subject at a particular time in the future. If problems develop during transport, a trained transporter operator is essential to ensure the safety of the individuals being transported.
2) Scanners on the transporter pad analyze the subject down to a subatomic level. Other scanners on the outside of the ship control the destination of transport beams and scan subjects for transport to the ship. These scanners can lock on to combadge signals or work with other ship sensors to lock on to life signs.
3) The energizing and transition coils dematerialize and rematerialize the subject.
4) The transporter biofilters scan all transported matter for known harmful bacteria and viruses. If found, such agents are eradicated from the subject's matter stream.
5) The pattern buffer consists of a magnetic holding tank where the subject's pattern is held before the actual transport begins. The matter stream is stored in the pattern buffer while the Doppler compensators adjust the matter stream to counteract any relative motion between the transporter and the target.

   Patterns may safely be stored in the pattern buffer for up to seven minutes. All transporters contain multiple pattern buffers in case one buffer fails. If there a minor failure occurs in both pattern buffers, transporter psychosis can result. This treatable but dangerous syndrome produces hallucinations and paranoid delusions, but can take several hours to manifest.

   It is possible, but extremely dangerous, to store a matter stream for long periods of time by shuttling it back and forth between multiple pattern buffers. Chief Engineer Montgomery Scott of the original *U.S.S. Enterprise* managed to survive for 75 years in this fashion.
6) The emitter and receiver arrays on the outside of the ship are responsible for transmitting and receiving matter streams to and from the ship to the target. Because of the complexity of the process, transporter operation is a very delicate task. While most transports are routine and uneventful, even mild ion storms or other high-energy phenomena subtle enough to go unnoticed by sensors or communicators can make transport unsafe. This may cause the subject's molecules to disperse into deep space or fuse to rock deep within a planetary mantle. Also, transport during risky conditions can produce unusual problems. On several occasions individuals have been duplicated or divided into two separate beings, and on at least one occasion two beings were actually fused into one. Operating transporters near temporal or dimensional rifts can result in a subject's accidental transport through time or into another dimension.

WEAPON SYSTEMS

Space stations and ships possess a number of weapon systems used to defend themselves or others against aggression. The following entries describe such weapons systems in broad terms; for further details on Deep Space 9's specific weapons systems, see the "Deep Space Nine" chapter (page 135).

PROBE SPEED AND RANGE

Type	*Speed*	*Range*
Class I	.5*c*	200,000 km
Class II	.65*c*	400,000 km
Class III	.65*c*	1,200,000 km
Class IV	.6*c*	3,500,000 km
Class V	Warp 2, .5*c*	430 billion km
Class VI	.8*c*	430 billion km
Class VII	Warp 1.5, .5*c*	450 million km
Class VIII	Warp 8/9	See Notes
Class IX	Warp 8/9	See Notes

Notes

1. Class III, V, and VII probes include "stealth" technology making them harder to detect with sensors. This is the equivalent of a Cloak 2 (or a Cloak 6 for the Class III), but costs no Power.
2. A Class VIII's range depends upon the speedit uses. At warp 8 it can travel a distance of about 12 light-years. At warp 9, it can travel for a maximum of 6.5 hours. A Class VIII probe's long-range sensors have a range of 6 light-years.
3. A Class IX's range depends upon the speed it uses. Warp 8 enables it to travel a distance of about 76 light-years. At warp 9, it can travel for a maximum of 12 hours. A Class IX probe's long-range sensors have a range of 12 light-years.

PROBE SENSORS

Type	*Long*	*Lateral*	*Navig.*
Class I	—	+2	—
Class II	—	+2	—
Class III	—	+2	—
Class IV	—	+2	—
Class V	—	+3	—
Class VI	—	+1	+3
Class VII	—	+3	—
Class VIII	+3	+3	—
Class IX	+3	+3	—

Phasers

Phasers serve as the standard weapons on Starfleet stations and vessels. Phasers are highly versatile weapons which personnel can use as tools to excavate and reshape terrain, as well as to remove obstacles from a ship's path.

Phaser beams travel at the speed of light, so they cannot be used at warp speeds unless both ships match speeds exactly (a Difficult maneuver). Starfleet has recently developed technology to jacket a phaser in an annular confinement beam (ACB) like those used in the materialization/dematerialization process of transporters. An ACB-jacketed phaser can fire at any target while the firing ship travels at warp speeds, regardless of relative speeds or angle of fire. This technology remains experimental; no ships have yet been equipped with ACB phasers.

For more details on using phasers in starship combats, see "Rules of Engagement," pages 128-129.

Other Energy Weapons

Many species in the galaxy use ship-based energy weapons other than phasers. Klingons and Romulans use disruptors, which fire highly charged plasma bolts using minute amounts of antimatter. They tend to be more destructive than phasers, but not as versatile. Cardassian ships use spiral-wave disruptors, which have effects similar to regular disruptors.

Jem'Hadar ships use phased polaron beam weapons. While not necessarily more powerful than phasers or disruptors, these weapons initially held one important advantage: they circumvented the conventional defense shields used by the Federation, Klingons, Romulans, and Cardassians. The Federation did not develop technology to counteract this effect until 2373. Now deflector shields resist polaron beams as they do phasers and disruptors.

Torpedoes

Torpedoes represent the heaviest armament used by Starfleet and most other forces. Equipped with an antimatter charge, torpedoes propel themselves toward their target. They are considered ineffective for planetary bombardment since the torpedoes break apart in an atmosphere, exploding the antimatter too far from its target to cause significant damage.

Torpedoes possess warp sustainer engines, and can maintain speeds in excess of warp 9 when launched by a ship traveling at sufficiently high warp speeds. Each torpedo also possesses an internal guidance system, enabling it to track its intended target; and allowing its parent vessel to fire volleys of torpedoes, each aimed at a different target. Starfleet employs two varieties of torpedoes. The first and most common is the photon torpedo, which delivers a typical yield of 18.5 isotons and a maximum yield of 25 isotons of destructive potential. Virtually every Federation space station and starship maintains numerous banks of photontorpedoes..

The second type, the new quantum torpedo, employs a zero-point energy field to obtain explosive yields approaching 52.3 isotons—more than twice the power of the most dangerous photon torpedo. Because they incorporate new technology at greater cost to the Federation, Starfleet deploys quantum torpedoes only on the most advanced starships, such as the *U.S.S. Defiant* and *U.S.S. Enterprise-E*.

Deflector Shields

Powerful force fields, deflector shields protect stations and starships against interstellar particles and debris as well as hostile weapons fire. A starship's navigational deflector also creates a continuous force field designed to protect the ship from low-level radiation and small particles, and navigational deflectors do not inhabit transporter operation as main deflector shields do.

According to Starfleet protocol, Command personnel activate the main deflector shields only after a threat has been identified. The main shields protect the station or ship from the vast majority of beams, particles, and radiation directed against it. But prolonged attack by powerful weapons can weaken or even disrupt shield operation, leaving the station's or ship's hull vulnerable to harm. Federation shields do not repel some types of energy (including, until 2373, the phased polaron beam weapons used by the Dominion).

Technotopia

There are many more examples of advanced technologies in the *Star Trek* universe. Other Last Unicorn Games *Star Trek* supplements detail some of these, but it is not possible to list every single technological artifact in creation. From alien tech to the forgotten relics of long-vanished, highly advanced species, the universe holds many scientific mysteries. Narrators should feel free to create their own technologies and pseudoscience explanations of their workings.

Aliens

The commander and officers of Deep Space 4 stood outside the door to airlock seventeen, decked out in dress uniforms. The T-sariak ship was completing the docking cycle, and their nuncio would come through the door any minute. Ambassador P'hath stood by the Captain, resplendent in her formal Vulcan robes, showing no sign of the excitement or anticipation in the air.

This occasion had been a long time coming. Since Federation ships first contacted the T-sariak, over a year ago, there had been constant talk back and forth about opening formal relations. However, the T-sariak proved somewhat... difficult to get along with. They insisted on a strict protocol Federation diplomats found hard to master. Months of discussions went into establishing this one face-to-face meeting, and future relations with the T-sariak rested on its outcome.

With a quiet hum, the airlock door opened and the T-sariak nuncio entered. It took all of Captain Munro's skill as a poker player to keep his face calm and composed. The T-sariak were not what he expected. From the Ambassador's sparse description, he thought they were relatively short, slender reptiles. Nothing could be further from the truth. The nuncio towered nearly two and a half meters tall, his shoulders and chest broad and heavily muscled. His wide mouth was filled with razor teeth, and his hands were clawed. The claws were decorated with some sort of red paint or polish that gleamed wetly in the overhead lights. His dull orangish scales also gleamed as if moist. He wore elaborate robes of red, dark blue, and gold, with tassels and sashes the color of an Andorian sunset.

The nuncio gave a slight bow of his head and held his arms wide—a gesture the Captain expected, thanks to the Ambassador's briefing; otherwise he'd have tensed for an attack. "Greetingsss to you, Ambassssador P'hath and Captain Munro," the nuncio said in a rumbling, sibilant voice. "I am R'Wathss, nuncio of the T-sssariak. I greet you in the name of the Great One and the Highessst. Take me to your bathing-pits, so we may begin our disssssscussions."

Munro swallowed hard, forced himself to smile, and motioned with one hand. "This way, please, honored nuncio."

Strange New Worlds

The conflicts *Star Trek: Deep Space Nine* stories often revolve around involve interaction between the characters on the station and members of various civilizations that are new or strange to them. This section provides information on some of these alien species, and offers guidelines for creating your own.

STARFARING SPECIES

Alien cultures with warp technology play a prominent role in interstellar affairs. Some have built interstellar civilizations to rival, or threaten, the United Federation of Planets.

Starfaring species break down into four groups, as defined by their relationship with the Federation: member, allied, threat, and neutral species. *Member* species belong to the United Federation of Planets. *Allied* species maintain a formal relationship of cooperation with the Federation, but are not members of the UFP. They may help your Crew, and in turn expect the Crew to undertake missions to aid them. *Threat* species are hostile to the Federation, and can serve as antagonists for your player characters to overcome. *Neutral* species stand at a remove from the Federation; your Crew can't count on either their friendship or their animosity. Neutral races are frequently encountered on the frontiers.

When creating episodes, don't forget that individual members of any species often have goals contrary to those of their culture or government. Don't forget to surprise your players by occasionally introducing alien characters whose attitudes toward them differ from the norm. Over the course of a long-running series, they might meet Klingons who want to end the alliance with the Federation, Cardassians who desire peace, and Ferengi who see profit in friendly dealings with humans.

The Alien Species Template

The alien species in this chapter are presented in the following template format. Remember these descriptions detail *average* members of each group; pivotal player and non-player characters should have game statistics that reflect their extraordinary qualities.

Homeworld

This heading names and provides basic information on the species' homeworld. This may be the planet where the species originated, or may simply be an interstellar civilization's current seat of government. Some species have completely lost any connection to their original homeworld.

Home Region or Sovereign Territory

This entry names and describes the region of space ruled by the species, if its territory extends beyond its own homeworld.

Suggested Attribute and Edge Ranges

This entry provides Attribute and Edge Ranges for average members of the species.

Special or Unique Abilities

Here any unusual capabilities of the species as a whole are detailed.

Special or Unique Skills

Many species value certain skills over others, or have natural talents in particular areas of endeavor; these are detailed here.

Size

This section provides the average height and mass of members of the species.

Traits Common to the Species

This entry lists distinguishing physical or mental characteristics of the species.

Story Notes

Every species has its own special role to play in *Star Trek: Deep Space Nine* stories; this entry provides suggestions for using them in episodes you create.

Description

The template concludes with a description of the species, which may make reference to common motivations, cultural ideology, the organization of the species' society and government, the nature of its politics, roles assigned to males and females, distinctive beliefs, customs, technologies, history (including the species' history of dealings with the Federation), and the general look and feel of its cultural artifacts, from technology to works of art. The culture's attitude toward other races is of great importance, especially in the case of starfaring races.

The same format is used for non-starfaring species, but with briefer descriptions.

MEMBER SPECIES

Here are brief descriptions of some important member species of the Federation. For further information, refer to the books *The Price of Freedom* and *Planets of the UFP* from Last Unicorn Games.

Betazoids

Homeworld

Betazoids come from Betazed, a world renowned for its natural beauty.

Home Region or Sovereign Territory

Betazed is one of the core worlds of the United Federation of Planets.

Suggested Attribute and Edge Ranges

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
  Empathy +1
Psi 2 [6]

Special or Unique Abilities

Betazoids are telepathic. They can read the minds and emotions of most sentient beings, though Ferengi and Dopterian minds, among others, are closed to them.

Special or Unique Skills

Because of their telepathic abilities, and their high ethical standards, Betazoids often make excellent negotiators, counselors, and diplomats.

Size

Betazoids are roughly the same average height and mass as Humans.

Traits Common to the Species

Betazoids are an ethnically and psychologically diverse species that cannot really be said to have any universally common traits aside from the basic facts of their biology.

Story Notes

Betazoids work well in stories involving emotions or secrets, since they can uncover such things easily and then reveal them (or urge the person experiencing those emotions to do so). Since they cannot read Ferengi minds, the Ferengi often appear as "villains" or ne'er-do-wells in episodes which feature Betazoids in prominent roles; most other antagonists could easily be detected by Betazoid telepathy.

Description

Although Betazoids closely resemble Humans physically, their culture differs from Humans' in many ways. Most of the differences relate to Betazoid telepathy. Betazoids are scrupulously honest, since it does little good to lie in a society where everyone can read minds. As a result, openness, honesty, and lack of deceit or pretense characterize Betazoid society. Similarly, Betazoids often have a decided edge in any social interaction with non-Betazoids, as long as the situation does not involve having to lie.

Betazoids have few prejudices. However, they do not like any species whose minds they cannot understand. Although they do not engage in casual reading of the minds of others, they often use their abilities subconsciously to learn how another person reacts to them or feels about his present situation. Thus, Betazoids sometimes feel helpless or "in the dark" when confronted by beings whose minds they cannot read at all, since they have a harder time figuring out what to say or how to react. They also dislike liars, due to their strong sense of honesty.

Betazoid society is matriarchal, but they do not discriminate based on gender. Although their government is a representative democracy, much political influence is concentrated in the women (and, to a lesser extent, the men) of the so-called "great houses." Many members of great houses retain ancestral quasi-feudal titles, or possess relics from Betazed's past.

Betazed hosts the UFP's biennial Trade Agreements Conferences, where delegates determine the relative values of the currencies of Federation member worlds and establish trade agreements between UFP and nonmember worlds. The telepathic skills of the Betazoids, coupled with their honesty, make them perfect negotiators.

All sides trust their ability to come to fair decisions, and the conferences provide a forum for Betazoid politicians to make allies and show off their home planet. Although the citizens of Betazed sometimes face strong prejudice among non-aligned worlds whose citizens fear their telepathic abilities, they have far more friends than enemies among the member worlds.

The Dominion War has not been kind to Betazed; the Dominion conquered and occupied the planet in 2374. After a brutal period of occupation, Betazed was liberated by Starfleet and now faces a difficult period of reconstruction.

Bolians

Homeworld

The Bolians are native to Bolarus IX, a resource-rich Class M world in Federation territory.

Home Region or Sovereign Territory

Bolarus IX is a core world of the United Federation of Planets.

Suggested Attribute and Edge Ranges

Fitness 2 [5]
  Strength -1
Coordination 2 [5]
  Dexterity +1
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Typical Advantages/Disadvantages

Synergy +3, Ally +2

Special or Unique Abilities

Bolians are known for their ability to work efficiently with others. They seem to possess an instinctive ability to understand how a group of people works together.

Special or Unique Skills

Bolians are regarded as skilled administrators, planners, organizers, and strategists.

Size

Bolians tend to have the same average height and mass as Humans.

Traits Common to the Species

Bolians have blue skin, the result of high argon levels in their native environment. They have a bifurcated ridge of skin running down the middle of their heads and faces. Many Bolian males, and some females as well, shave their heads. Bolians have a great degree of independence between the two halves of their brain; this allows them to concentrate on two different tasks at once without any loss of efficiency.

Story Notes

Bolians fit well into just about any story. With their penchant for organization and administration, they make excellent members of any organization, from a Starfleet Away Team to second in command of an independent freighter. They have a tendency to offer unsolicited advice, and often go out of their way to learn things that might prove useful to those they come into contact with. Depending on how the Narrator uses these traits, they may become helpful tools to build bonds between characters, or they may turn into aggravations.

Description

A core species of the Federation, the Bolians are well known for their contributions to its member worlds. Thanks to their efficiency in group situations, the Bolians have proved to be excellent Federation administrators and Starfleet officers.

The Bolian homeworld is divided into three nation-states ruled by an overall governing body. The nation-states have a long history of animosity towards each other; only the benefits of Federation membership convinced the Bolians to unite under a unified world government. However, even the most die-hard nationalists must concede that membership in the Federation has incalculably benefited Bolarus IX in the form of improved technology and trade. The Bolians have brought much to the Federation as well; for example, their skills with antigravity technology have advanced Federation science in that field tremendously. Bolarus IX also serves as the terminus of the aptly named "Mineral Chute," an important trade route connecting the Bolarus system to the Federation core worlds. Since many of the substances used in starship hull and spaceframe construction are found in abundance on Bolarus IX—as well as the processing and refinery facilities to treat the resulting alloys—this trade route has assumed a critical role in the UFP's ongoing ship development programs.

Bolians tend to be friendly and outgoing, eager to meet people and learn all about the universe around them. Sometimes their inquisitiveness, and their desire for knowledge, causes problems, but usually they are able to get along with others amicably.

Bolarus IX was not directly affected by the Dominion War; no Jem'Hadar ships attacked the Bolarus system. However, there are many Bolians serving in Starfleet, and thus the Bolians suffered a higher percentage of casualties than many species. Few families on Bolarus IX have not had a member injured or killed, or don't know a family who has.

Vulcans

Homeworld

The Vulcans are natives of the planet Vulcan (40 Eridani II).

Home Region or Sovereign Territory

The Vulcans are one of the founding species of the United Federation of Planets.

Suggested Attribute and Edge Ranges

Fitness 2 [6]
  Strength +1
Coordination 2 [5]
Intellect 2 [6]
  Logic +1
Presence 2 [5]
  Empathy -1
Psi 1 [6]

Typical Advantages/Disadvantages

Curious +1, Code of Honor (Vulcan) -3, Hides Emotions -2

Special or Unique Abilities

Vulcans are well known for their strong mental discipline. Not only do they possess telepathic abilities—the famed Vulcan "mind meld"—but many of them have Eidetic Memory, high Intellect edges, or similar mental "abilities."

Special or Unique Skills

Because of their logic and mental discipline, Vulcans excel at intellectual pursuits. Many of them become scientists, diplomats, or engineers, and Vulcans in general are

renowned for the technological advances they have created. However, they are undoubtedly best known for the Vulcan nerve pinch, a fighting maneuver that can instantly disable an opponent.

Size

Vulcans have the same average height and mass as Humans.

Traits Common to the Species

Vulcans have copper-based blood which gives their skin a greenish tinge. Their ears are pointed. Their pronounced eyebrows slant upward. The harsh conditions on their homeworld (higher than Earth-normal gravity, thin atmosphere, intense sunlight) caused them to evolve many biological protections: great strength, acute hearing, and a nictitating membrane to protect the eye.

Story Notes

Vulcans remain a cornerstone of the *Star Trek* universe. Their roles in most stories serve to highlight the unique natures of Humans. Vulcans, with their devotion to logic and the mind, are extremely efficient and powerful, but compared to Humans they seem humorless and stoic. They serve to convey the message that, although Humanity does not possess the physical and mental gifts of other species, its individuality and emotions become unique sources of strength in themselves.

For more information on the Vulcans and their society, see *The Way of Kolinahr* from Last Unicorn Games.

Description

The Vulcans are one of the founding species of the Federation. They were the first alien species Humanity encountered as it reached for the stars, and the two species have been staunch allies since that time. Their encounter with Zefram Cochrane's ship *Phoenix* stimulated Humanity's recovery from the horrors of World War III, and continued contact between Vulcans and Humans helped Humanity ease tensions with other species it contacted and, eventually, to settle its own differences and form a united Earth government.

Vulcans wield tremendous influence on the Federation Council. Their consistently logical approach to issues makes them strong debaters and respected politicians. Vulcan makes significant contributions to the Federation, especially in terms of manpower and scientific resources.

The Vulcan government itself consists of a seven-member oligarchy, the Vulcan Council, filled by popular election every ten years. Each member of the Council has responsibility for a particular function of government. For example, the Minister of Defense is responsible for the defense of Vulcan, and the Minister of Thought is in charge of education and the preservation of Vulcan learning, wisdom, and culture. Thanks to Vulcan logic, the government is essentially a meritocracy—only the best citizens Vulcan has to offer are elected. Almost no corruption, nepotism, favoritism, or any of the other ills afflicting most democracies exist; the government conducts itself on the basis of pure logic.

Most Vulcans are content with their government and society. Built as it is on a foundation of logic, it tends to function as they wish it to, and they obey its dictates because doing so is logical. Some Vulcans, however, are not content

with the status quo. Of particular note is the terrorist organization known as the Vulcan Isolationist Movement. Members of VIM have concluded, in a very logical manner, that contact with non-Vulcans corrupts Vulcan and its ancient traditions. VIM advocates withdrawal from the Federation and isolation from the rest of the galaxy. In the past it has proved willing to commit murder and other crimes in support of its views; sadly, further violence seems likely.

Enemy Species

Founders

Homeworld

The name and location of the Founders' original homeworld remains unknown. Sometime in their past, for purposes of seclusion and self-defense, they moved to a sunless Class M planet located in the Omarion Nebula in the Gamma Quadrant. After being found there by Odo in 2371, they moved to another world, not identified by the Federation until the end of the war.

Home Region or Sovereign Territory

The Founders rule the Dominion, a vast political empire that controls a substantial territory in the Gamma Quadrant.

Suggested Attribute and Edge Ranges

Fitness 3 [5]
  Strength +1
  Vitality +2
Coordination 3 [5]

Dexterity +1
Reaction +1
Intellect 3 [5]
Logic +1
Presence 3 [5]
Willpower +1
Psi 0 [5]

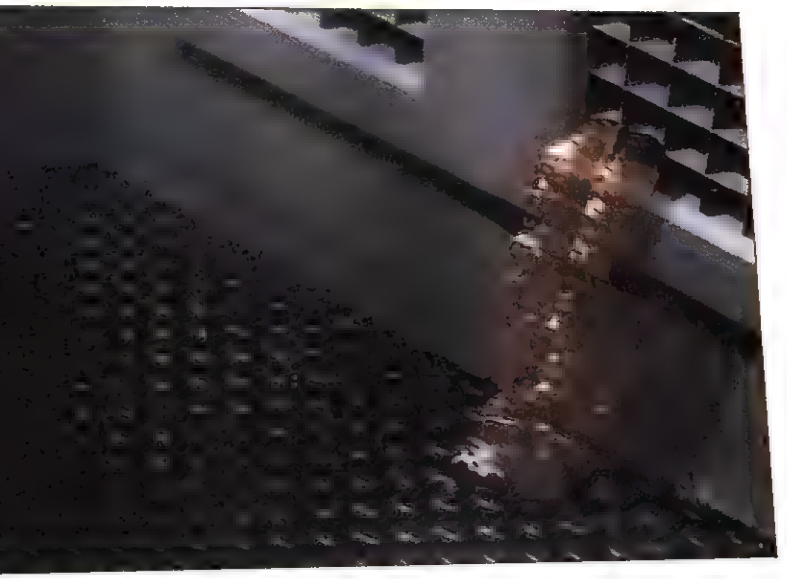
Typical Advantages/Disadvantages:

Religious Rank +5 (considered gods by the Vorta and Jem'Hadar)
Telepathic Resistance +4
Poor (No) Chemoreception -1

Special or Unique Abilities

Shape Shift: Founders have the ability to change their shapes. For this reason they are known as "changelings," and refer to other species collectively as "the solids." Their natural form is a golden-orange, gelatinous liquid. In this form they are impervious to most forms of physical attack. They can heal physical injuries almost instantly; they heal damage caused by energy weapons according to the normal rules. They lack the senses of smell and taste, and cannot sweat. If their morphogenic matrix (the fundamental structure underlying their physiology) becomes unstable, they may die.

A Founder can assume any form whose mass and size are less than or equal to twice its base size and weight (about 2 meters tall and 100 kg). They can even assume non-corporeal



forms such as fire or mist. When a Founder assumes a form, it possesses all the physical abilities of that form; for example, in the form of a Tarkalean hawk a Founder can fly, attack with its talons, and so forth. However, it retains its own healing and resistance to damage abilities. A Founder can perfectly imitate any given humanoid by viewing that person and then making a Moderate (6) Intellect Test; if it succeeds, even sophisticated scanners won't be able to determine its is not who it appears to be. However, a phaser on setting 3.5 is enough to force a Founder to revert to its normal liquid state; they also revert to this state when they die.

A Founder cannot maintain an assumed shape forever. After 16 hours, it must revert to its natural gelatinous form and rest for at least four hours.

Founders cannot bleed *per se*. Although they can mimic blood leaking out of a wound and running down their bodies, if any amount of a Founder's matter separates from its body, the separated material reverts to its original golden-orange liquid state. For this reason, persons who fear changeling infiltration can test each other by requiring a demonstration that they can bleed properly.

While in their natural form, Founders can lash out with a tentacle or tendril to attack or grab objects. Such pseudopods can reach up to three meters in length and exert the Founder's full Strength.

Changing shape counts as a Timed Action. A Founder can change shape and take other actions in the same combat round, but suffers a Multiple Action Penalty for doing so.

Special or Unique Skills

Founders are master manipulators and conspirators—since they can take the shape of anything, preventing them from infiltrating an organization or location is almost impossible. They are also skilled political administrators, military tacticians, and geneticists.

Size

Founders, because of their shape-changing abilities, can be almost any size up to twice normal humanoid size. When dealing with humanoids, they usually assume a humanoid form with rounded facial features.

Traits Common to the Species

The best-known trait of the Founders is their ability to shift shape. They are also known for their ruthless self-interest.

Story Notes

The Founders are the ultimate villains in a *Star Trek: Deep Space Nine* series. They lead the Dominion, the Federation's opponent in the Dominion War, and control the vicious Jem'Hadar. Because they can flawlessly imitate humanoids and other "solids", they are able to infiltrate any part of the Federation they wish. Player characters should be paranoid about possible Founder infiltration of Starfleet and other organizations; they must remain constantly on their guard to prevent the Founders from undermining the entire war effort.

In 2375, the Founders began to suffer from a disease infecting the Great Link. This disease, unknowingly transmitted into the Link by Odo, was bio-engineered by Section 31 in an attempt to destroy the Founders. After risking his own life to obtain the cure, Julian Bashir provided it to Odo, who in turn gave it to the Founders following the Federation victory in the Dominion War.

Description

The Founders are motivated by racial memories of the abuse and attacks they suffered long ago, when they were

galactic explorers in search of knowledge. Because "the solids" feared them, they were subjected to attacks and threats. Eventually they retreated to a sunless world in the Omarion Nebula, which they made into their new homeworld. They concluded that the only way to protect themselves was to control the solids, so they established the Dominion, which now rules hundreds of worlds in the Gamma Quadrant through violence, oppression, and fear.

The Founders rarely leave their homeworld. To enforce their will, they employ servants. For conquest they use the Jem'Hadar, a species bred to be the ultimate warriors. The Founders control the Jem'Hadar using ketracel-white, an isogenic enzyme the warrior species must have to survive. They also genetically programmed the Jem'Hadar to regard them as gods. They do not have direct contact with the Jem'Hadar; instead, they employ the wily Vorta, a species they genetically enhanced, for that purpose. The Vorta, too, are genetically predisposed to regard the Founders as gods, and obey them unquestioningly.

On their homeworld, the Founders assume their base forms and merge into the Great Link, a vast ocean where they intermingle. The Great Link is the ultimate experience for any changeling—a merging of form and thought, the sharing of idea and sensation. To a limited extent, any two or more Founders who are away from the Link can simulate it by merging with each other.

According to the Founder leader, no changeling has ever killed another. This changed in 2371, when Odo accidentally killed the changeling who infiltrated Starfleet in the form of Admiral Krajensky. As punishment, the Founders deprived Odo of his ability to change shape, although he later regained it.

The Founders did not lose their interest in knowledge just because they isolated themselves. Some time in the past, they sent 100 changeling infants out into the galaxy. These infants were implanted with a powerful urge to return home, so they would bring whatever knowledge they obtained back to their people. Odo is one of these children. The Founders were amazed when he returned to them in 2371, since they were not expecting his return for at least another 300 years.

The Dominion was at war with the Federation during 2373-75, and allied with the Cardassians and Breen during part of that time. Following their defeat in the War, they returned to the Gamma Quadrant.

Changeling Characters

It is inevitable that some players will want to play a Changeling like Odo—there are, after all, at least ninety-seven other Founder babies spread across the galaxy. The odds, however, of another such Changeling adapting well and becoming an ally of the Federation against his heritage are extremely slim. It is more likely that such a character would become a lone wolf, possibly a trader or explorer [or another votation that allowed him to gather information], possibly an enemy of the Federation. Furthermore, such a character would wreak havoc with game balance and episode design. Therefore, no formal rules are presented in this book for playing Changeling characters. If a Narrator wants to allow such a character in his series, treat the Shape Shift ability as a +10 Advantage, and make sure the player notes the limitations the ability has, such as the need for a rest period in a non-solid form.

Vorta

Homeworld

The Vorta claim they come from Kurill Prime, a world in the Gamma Quadrant. However, it is unclear whether they are natives of this world the Founders befriended, then altered, or a species genetically created by the Founders and given Kurill Prime as their home.

Home Region or Sovereign Territory

The Vorta are the primary servants of the Founders, and thus politically powerful in the Dominion. The Dominion controls hundreds of worlds in the Gamma Quadrant.

Suggested Attribute and Edge Ranges

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [5]
  Logic +1
Presence 2 [5]
Psi 0 [5]

Typical Advantages/Disadvantages

Excellent Hearing +2, Resistant +12 (assumed to cover most poisons); Poor Sight -2

Special or Unique Skills

The Vorta tend to be superb administrators and planners, and often have skills which reflect their talents in these areas. They are immune to most poisons.

Size

The Vorta are roughly the same average height and mass as Humans.

Traits Common to the Species

The Vorta are humanoids with large, elongated ear ridges on the sides of their heads, and pale skin.

Story Notes

As servants of the Founders, the Vorta become primary villains in many *Star Trek: Deep Space Nine RPG* series. Unlike the Founders, they are likely to interact with player characters more frequently, in their roles as negotiators, commanders of the Jem'Hadar, and chief planners of the Dominion War. Although unfailingly polite and diplomatic, they are also

clever, treacherous, and ruthless; anyone who takes their amicability at face value is likely to regret such naivete.

Description

The Federation knows almost nothing of the Vorta except that they act as the Founders' chief servants. They are native to Kurill Prime. According to their own history and legends, the Vorta were once a species of apelike beings that lived in hollow trees. One day they saved a changeling fleeing from a mob of solids. As a reward, the changeling promised they would eventually help rule the galaxy, and genetically engineered them to serve as the Founders' servants.

All Vorta are cloned; if one is killed a new "version" can easily be awakened to assume his duties. Every Vorta has a voluntary termination implant inserted into his brain stem so he can commit suicide if captured.

The Vorta have poor senses of taste and eyesight, but very good hearing (though they are tone deaf). They also have no sense of art or aesthetics; they are unable to determine whether a work of art is good, and why. Clearly, the Founders saw no need for such things in their servants.

Jem'Hadar

Homeworld

As far as the Federation knows, the Jem'Hadar have no homeworld. Instead, the Founders genetically engineer the Jem'Hadar in breeding stations and laboratories, including some now-defunct facilities established in the Alpha Quadrant during the Dominion War.

Home Region or Sovereign Territory

The Jem'Hadar are the principle soldiers of the Dominion, the Founders' political empire in the Gamma Quadrant.

Suggested Attribute and Edge Ranges

Fitness 4 [6]
  Strength +2
  Vitality +2
Coordination 4 [6]
  Dexterity +2
  Reaction +2
Intellect 2 [5]
  Perception +1
Presence 3 [5]
  Willpower +1
Psi 0 [5]

Typical Advantages/Disadvantages

Excellent Sight +2, High Pain Threshold +2, Toughness +2, Addiction (Ketracel-White) -3, Code Of Honor (Jem'Hadar Code) -5, Fanatic -3 (suicidal devotion to the Founders and the Dominion)

Special or Unique Abilities

Shroud: The Jem'Hadar use a unique technology to cover themselves in an energy field they call a "shroud." This field bends light around the Jem'Hadar, making him functionally invisible (similar to a cloaking device on a starship). When his shroud is active, a Jem'Hadar can only be seen if the character trying to locate him makes a Search or Intellect Test (modified by Perception) at +4 Difficulty. This assumes the character tries to see the Jem'Hadar; if other senses are used (such as hearing or smell), the Test is made at normal difficulty, but the information provided is, of course, less precise and useful. Various forms of sensor equipment can also detect a shrouded Jem'Hadar.

Activating a shroud counts as an Immediate Action. However, the Jem'Hadar cannot (or will not, the evidence is unclear) use a shroud when attacking. The shrouding technology only works when a Jem'Hadar is still or moving slowly; Federation scientists are studying this effect to determine its parameters.

The Jem'Hadar subsist solely on a drug called ketracel-white, or simply "white." They do not need to eat anything else; furthermore, white removes any need for sleep. They have no interest in any activity or diversion other than fighting and serving the Dominion.

Special or Unique Skills

Jem'Hadar are extremely skilled warriors, well-versed in all military disciplines from unarmed combat, to primitive weapons, to energy weapons, to starship combat and strategy.

Size

Most Jem'Hadar are slightly larger and heavier than the average Human.

Traits Common to the Species

The Jem'Hadar have a thick, scaly, gray skin which offers some protection from cuts and impacts. Rows of short, whitish-colored spikes run along the jawline and ridges on the sides of the head. Every Jem'Hadar has a tube implanted in his neck connected to a tiny pump worn inside his clothing. This pump injects a constant supply of ketracel-white into the Jem'Hadar's bloodstream.

Story Notes

The Jem'Hadar are ruthless, selfless warriors. Their only thoughts are to fight on behalf of the Founders and the Dominion. In general they cannot be dealt with peacefully or negotiated with. They will fight in preference to any other option unless directly ordered otherwise. They have no qualms about making suicide attacks, or committing suicide if they fail the Founders in any significant way.

Description

The Jem'Hadar are a warrior species engineered and bred to serve the Founders. To keep the Jem'Hadar tendency for extreme, brutal violence in check, the Founders omitted a vital isogenic enzyme from their biochemistry. The drug ketracel-white supplies them with this enzyme; all Jem'Hadar are addicted to "white." White provides all the sustenance a Jem'Hadar requires, and it also makes sleep unnecessary. If deprived of this drug (which the Founders' intermediaries, the Vorta, normally supply to them), the Jem'Hadar become increasingly violent and uncontrollable, and eventually lash out at anyone or anything near them, even each other. Some evidence suggests that, if a Jem'Hadar can survive an excruciatingly painful withdrawal period, he can be broken of his addiction and thereafter function without the need for white (though he will have to eat and sleep).

No female Jem'Hadar exist; since Jem'Hadar are genetically bred, females are not necessary for reproduction. Jem'Hadar children mature at an incredible rate; they are able to fight within three days of their birth. However, because of their violent lifestyle they rarely live long—the average age at the time of death is approximately four years. A 15-year lifespan is very rare, and a Jem'Hadar who manages to reach the lofty age of 20 attains the status of "Honored Elder." Jem'Hadar names tend to be compounds separated by an apostrophe, such as Omet'iklan or Toman'torax.

To fight and die for the Founders and the Dominion is the Jem'Hadar's only purpose in life. They are more than willing to sacrifice their lives in furtherance of the Founders' goals, they are enthusiastic about doing so. Before they go into battle, they participate in a ritual in which they affirm, "I am dead. As of this moment we are all dead. We go into battle to reclaim our lives. This we do gladly because we are Jem'Hadar. Remember, victory is life." However, the Jem'Hadar typically receive their orders from the Vorta, not directly from the Founders. They regard the Founders as myths or gods, and most go their entire life without ever seeing one. This does not diminish their enthusiasm; if they fail a Founder, as did the Jem'Hadar who crash-landed on Torga IV in 2373 and were unable to save the life of the Founder who traveled with them, they commit suicide.

The Jem'Hadar society is organized around military units, though the Federation knows little more than that about this aspect of their lives. The leader of a unit uses the simple title, "First." His second in command is the "Second," the next officer on the chain of command the "Third," and so forth. Violation of orders—no matter how trivial—is punishable by death.

During the war some friction arose in Jem'Hadar society between "Gammas"—older Jem'Hadar bred in the Gamma Quadrant—and "Alphas," younger Jem'Hadar bred at new Dominion facilities in the Alpha Quadrant. The Alphas tend to be more aggressive than their more experienced elders, which occasionally causes difficulties in the chain of command. How this friction, and the impact of their surrender during the Dominion War, will affect the Jem'Hadar remains to be seen.

Breen

Homeworld

The Breen come from the world of the same name. According to some reports, Breen is icy cold—so cold that the Breen themselves wear refrigeration suits when off-planet and have an agriculture based solely on growing algae in the waters under polar ice caps. However, some information indicates Breen is a normal, pleasant world, and that the Breen wear their suits for other, more mysterious reasons.

Although they typically seem to restrict themselves to relatively minor activities such as piracy, raiding and slave-taking, the Breen are mighty warriors. For example, during the Klingon Second Empire, a Klingon fleet dispatched to conquer the Breen was apparently obliterated by them.

Near the end of the Dominion War, the Breen allied themselves with the Dominion, providing it with a much-needed boost of might. The large Breen ships, equipped with energy dissipator weapons, not only inflicted terrible damage on the Federation-Klingon-Romulan alliance ships, but actually smashed through the Mars Defense Perimeter to attack Earth itself. San Francisco, Paris and many other cities were heavily damaged in the attack. Although many Breen ships were destroyed during the last stages of the war, the exact extent of the Breen's current war—making ability remains unknown, and many Federation analysts suspect that it remains dangerously high.

Home Region or Sovereign Territory

The Breen have outposts in several star clusters, including the Black Cluster. Since they do not maintain formal diplomatic relations with any other known major Alpha Quadrant power, the extent of territory they claim can only be estimated based on their attacks on other species's ships and the location of such bases. One of their goals in allying with the Dominion was apparently to gain more territory, but their reasons for wanting it remain unknown.

Suggested Attribute and Edge Ranges

Fitness 3 [5]
  Vitality +2
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Special or Unique Skills

Unknown. The Breen remain a mystery to other civilizations, though they do seem to be highly skilled warriors.

Size

The Breen are roughly the same average height and mass as Humans.

Traits Common to the Species

Unknown. The Breen are typically seen wearing refrigeration suits with distinctive helmets from which their nigh—unintelligible voices emerge in a high-pitched whine when they speak. When punctured, the suits emit a greenish gas which apparently is part of the refrigeration process.

Story Notes

The Breen make excellent "mystery villains." The Crew can delve into the many enigmas surrounding them—their appearance, where their martial prowess comes from, what their homeworld is really like—in the course of encountering them in various hostile, or potentially hostile, situations.

Description

See above.

Romulans

Homeworld

The twin homeworlds of the Romulan people are Romulus and Remus, both settled by Vulcan expatriates over two thousand years ago. Romulus in particular is known for its natural landmarks of breathtaking beauty.

Home Region or Sovereign Territory

The Romulan Star Empire is a large cluster of star systems straddling the dividing line between the Alpha and Beta Quadrants.

Suggested Attribute and Edge Ranges

Fitness 2 [6]
  Strength +1
Coordination 2 [5]
Intellect 2 [5]
  Perception +1
Presence 2 [5]
  Empathy -1
Psi 0 [6]

Size

Romulans are roughly the same average height and mass as humans.

Traits Common to the Species

Romulans are humanoids with pointed ears and bony protrusions over their frontal lobes.

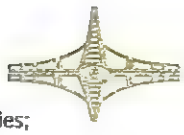
Story Notes

When you need a subtle threat to challenge your Crew, or want to create an adventure involving a tense standoff rather than an all-out space battle, the Romulans are the obvious choice. They are also suitable for plots requiring adversaries who are sane and honorable, yet still dangerous.

Description

The Romulans are an offshoot of the Vulcan species. They abandoned their homeworld two thousand years ago, rejecting the ideology of pacifism and logic introduced by the Vulcan social reformer Surak. They wanted to preserve the warrior ethic and passionate emotions Surak sought to eradicate. The expatriates found new homes on the planets Romulus and Remus, and, after settling these worlds, embarked on a program of imperial expansion. To this day, their descendants maintain a sizable empire. Although the Vulcans and Romulans fought a series of conflicts and deep-space actions from 1270 to 1370, they did not make face-to-face contact again until 2266.

The authoritarian, hierarchical society of the Romulans rewards success and encourages a sense of personal honor. Romulans follow orders, even though they might voice disagreement with those orders. They typically display a sense of confidence bordering on arrogance. Romulan officers expect rewards when they prevail, and punishment when they lose.



They are taught to react to the moves of their adversaries; like the birds of prey emblazoned on their early ships, Romulans are adept at waiting for the best moment to strike.

In interstellar politics, the Romulan Star Empire alternates between isolationism and expansionism. Its gambits tend toward carefully crafted operations with covert political objectives. Although capable of acting swiftly when conditions change or their interests are threatened, they think in the long term, in layers of subterfuge.

Romulan society is extremely conservative, insular, and secretive. Despite centuries of contact, the Federation is still not privy to many basic facts about Romulan life. It is known that Romulan society offers equal opportunities to men and women.

The Romulan ruling body is called the Senate. Positions on the Senate are given to those with long records of meritorious service to the Empire; it is not an elected body. The Praetor serves as the head of the Empire, although as chief officer of the Senate, the Proconsul wields great power in all spheres of Romulan life.

In Romulan society, internal dissent is ruthlessly suppressed. But despite the vigilance of Romulan security forces, a dissident underground sprang up in the last decade or so. These Romulans chafe at the authoritarianism of their government and long for a more relaxed regime with more open relationships with other societies. They especially want to reconcile with the Vulcans, a desire that prompted Starfleet Ambassador Spock to embark on a clandestine diplomatic mission to Romulus.

The most characteristic item of Romulan technology is the cloaking device, which makes their ships effectively invisible to most scanning technologies.

Although the Romulans straddle the political fence with the Klingons and Federation, they are too calculating to risk all-out conflict. The Romulans look on other starfaring species with steely disregard. They see the Ferengi as obnoxious clowns, the Nausicaans (their former clients) as idiotic thugs, and the Orions as occasionally useful pawns. Romulans do not trust the Breen; one of their proverbs warns against turning one's back on members of that militaristic species.

For more information on the Romulans, refer to the *Way of D'era* boxed set from Last Unicorn Games.

Neutral Species

The following species are aligned with neither the Federation nor its enemies. Some have preferences that stray one way or the other, but they are unwilling or unable to create formal ties to either side.

Flaxians

Homeworld

Flaxians come from Flaxos, a planet covered mainly by swamps and forests.

Home Region or Sovereign Territory

Flaxos is located in a system outside Federation space near the Federation-Tholian border.

Suggested Attribute and Edge Ranges

Fitness 2 [5]
Vitality +1
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Special or Unique Abilities

Flaxians are not known to have any special abilities. However, relatively little is known about them, so they may possess abilities unknown to the Federation.

Special or Unique Skills

The Flaxians are regarded among certain circles (such as the *Tal Shiar*) for their skill as assassins. Assassination is widely practiced and a perfectly acceptable form of conflict on Flaxos, and more than one Flaxian has become wealthy by "exporting" his services to off-planet "clients."

Size

The average Flaxian has the same height and mass as the average Human.

Traits Common to the Species

Flaxians tend to have dark skin and hair, with horizontal furrows along the forehead and bridge of the nose. There are long, catfish-like barbels descending from the chin, and from the knuckles back over the hand and wrist. At various points on the head—above the eyes, along parts of the jawline, along the centerline of the forehead, and on the upper sides and back—the Flaxian body exudes pearlescent colored spheres. Flaxians arrange their hair so that the spheres on the back of the head can be seen, and strands of it are oiled and combed forward to touch the spheres on the forehead. The color of a Flaxian's spheres can tell a trained observer something about what clan the Flaxian belongs to, where he comes from, and the like.

Story Notes

Flaxians have little contact with the Federation—or with Cardassia or the Romulan Empire, for that matter—except in their role as assassins (and, to a lesser extent, smugglers). Their world provides most of what they need, so they engage in very little trade. Players will most likely encounter Flaxians if an enemy of theirs hires a Flaxian to kill one of them (or someone close to them, like a parent or spouse). Flaxians are very clever assassins. Just because the Crew spots a Flaxian on their station does not mean they'll be able to figure out his reason for being there or (more to the point) stop him before his work is done.

Description

The Flaxians are a reclusive people native to the planet Flaxos, near the Federation-Tholian border. Flaxos, in its natural state, is forested and swampy. The Flaxians are descended from a raccoon-like creature that evolved in the swamps and

gradually worked its way into the forests, where it became bipedal. Flaxian culture developed along tribal or clan lines, with the Flaxians from a given forest fighting against those in other forests for resources and mates.

However, as Flaxian civilization advanced, some wiser Flaxians realized that, since they breed slowly, constant warfare was driving them to extinction. Over the course of several centuries the Flaxians replaced open warfare with a system of "conflict by assassination." Assassins from one clan would attempt to slay the leaders and prominent officials of another clan; if they succeeded, their clan would absorb the "defeated" clan. Skilled assassins became respected members of the community, even heroes.

After the Flaxians developed space travel and began to encounter other sentient species, they discovered there was a demand for their "services" as assassins, even though assassination was illegal on most worlds. They began mixing with the galactic community, sometimes as legitimate traders or diplomats, but more often as smugglers or assassins for hire. They found a ready market for their talents in such organizations as the *Tal Shiar* and the Obsidian Order, not to mention the Orion Syndicate.

Today, Flaxians are considered among the best killers-for-hire available. They tend to favor elaborate and subtle methods of killing, such as microexplosives rigged with pheremonic sensors (keyed to trigger the explosion when a member of a particular species gets close) or multiple-stage poisons. Brutal knife-in-the-chest killings are not considered "artistic" enough for a true professional. Flaxians often stage their crimes so the death appears accidental, but this depends on what the customer wants.

Letheans

Homeworld

The Federation believes the Letheans come from an unnamed planet located inside the Ionite Nebula, but this has not been confirmed.

Home Region or Sovereign Territory

Whether the Letheans control any territory besides their home planet is unknown.

Suggested Attribute and Edge Ranges

Fitness 3 [5]
  Vitality +1
Coordination 2 [5]
Intellect 3 [6]
Presence 3 [6]
  Willpower +1
Psi 2 [6]
  Focus +1

Special or Unique Abilities

Telepathic Shock: Letheans have a the potent ability to inflict a "telepathic shock" upon others. They are thought to "feed" off of the pain and torment caused by this. Typically the shock kills the victim, but some strong-willed persons survive the initial attack. In the latter cases the victim becomes comatose and the Lethean enters into and manipulates his "mindscape." Various aspects of the victim's personality are symbolically represented (for example, by his friends or favorite activities), and the Lethean attacks and destroys them one by one until the victim dies or figures out a way to expel the Lethean from his mind.

In game terms, telepathic shock only works if the Lethean touches the victim. He must make a Moderate (7) Psi Test (modified by Focus); if successful, the victim suffers 4+4d6 damage (if the Test fails, the victim takes no damage). The victim may make a Challenging (9) Presence Test, modified by Willpower, to reduce the damage by half; victims with Telepathic Resistance automatically reduce the damage by half, and can make the Test to reduce it to one-quarter. If the victim does not die, but is at least Wounded, he lapses into a coma until he can "defeat" the Lethean inside his mind (see "Story Notes"). The Lethean need not remain in physical contact with the victim to enter and manipulate his comatose mind.

Claws: Letheans' hands are clawed, and they have short, sharp spikes projecting from their knuckles as well. When they slash or punch someone, they do 1+1d6 damage.

Special or Unique Skills

In addition to the abilities mentioned above, all Letheans have the Projective Telepathy, Receptive Telepathy, and Mind Shield skills.

Size

On the average, Letheans are slightly taller and heavier than Humans.

Traits Common to the Species

Letheans have brown skin mottled with patches of darker brown or black. A bony ridge runs up from the back of the neck across the center of the head; on the face this ridge becomes a row of bony, spike-like protrusions on top of and below the mouth (which is lipless). There are also bony protrusions on either side of the mouth. They have similar spikes on the knuckles and projecting upward from the back of the hand. They have no visible ears or nose.

Story Notes

As shown in the DS9 episode "Distant Voices," Letheans are best used as a vehicle to project a character into his own mind. A Lethean attack forces the character to confront, and perhaps defeat, his own flaws and inadequacies expressed in symbolic terms. The character can only survive if he finds a way to overcome his fears and self-delusions so he can directly face the Lethean and expel him from his mind.

Description

The Federation (and, presumably, other societies) know relatively little about the Letheans. They are a secretive people, unwilling to talk about themselves or provide any information about their species. Traffic analysis seems to indicate their homeworld is located somewhere in the Ionite Nebula, but if so, they have hidden themselves from their neighbors the Lurians, who have been unable to offer any insight or data about them.

Some Federation scientists speculate the Letheans have used their mental powers to "cloak" their world and hide it from outsiders. This would certainly jibe with their secretiveness, but also indicates far greater mental powers than previously suspected.

Lurians

Homeworld

Lurians are natives of Luria IV (or simply "Luria"), a Class M world in the Luria system in the Ionite Nebula. Luria is described as a hot and swampy world; Lurians are known to sleep in "beds" of hot, muddy water.

Home Region or Sovereign Territory

The Lurians are a peaceful people with no taste for conquest or imperialism; they have no territory outside of their home system. However, they have colonized several other planets and moons within that system.

Suggested Attribute and Edge Ranges

Fitness 3 [5]
Vitality +1
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Typical Advantages/Disadvantages

Organ Redundancy +2 (see below)

Special or Unique Abilities

Lurians have a remarkable physiognomy that includes two stomachs, two hearts, and duplicates of several other vital organs. As a result they are not only more resistant to damage than most species, but are also able to withstand poisons and other toxins much better. They are able to store liquids in their second stomach for many years if necessary.

Special or Unique Skills

None; Lurian skills are as varied as those of Humans.

Size

The average Lurian is approximately the same height as the average Human (perhaps an inch or two taller), but has a much broader and heavier body.

Traits Common to the Species

Lurians are grayish— or tan—skinned beings descended from mammals. Their most noteworthy feature is their narrow, elongated heads. They have wide mouths, puggish noses, and small, deep-set eyes.

Story Notes

Lurians can fill many roles in *Star Trek: Deep Space Nine* episodes, just like Humans. They are suited for a wide variety of professions, know many different skills, and are found all over the galaxy. They work as traders, mercenaries, diplomats, scholars, and a thousand other professions.

Description

The Lurians are an ancient species descended from a toad-like mammal living in the primeval swamps of their homeworld. Luria is a hot, humid, marshy world where civilization had a difficult time taking hold. However, once it did, the Lurians quickly united under the banner of their royal family, the Gheljiar. The Gheljiar have ruled the Lurians for the past several thousand years, although there have been periods when other houses or political powers threatened their rule. Luria has never been conquered by an outside power, for it has few resources of interest to other species.

This lack of resources drove the Lurians out into the galaxy soon after they developed space travel. They were able to colonize some of the other planets in their system, from which they mined metals to build more spaceships (metals are uncommon and difficult to mine on Luria; most objects there are made of wood). During their early explorations of space they encountered the Romulans and began trade relations with them. This gave them access to warp technology.

Although Lurians belong to many different professions, most other inhabitants of the galaxy know them best as traders. Because Luria is resource-poor, it needs to trade for raw materials and other goods, and thus has become a hub of galactic commerce. The House of Gheljiar has become quite wealthy as a result.

Lurians tend to have large families. Households often contain a dozen or more children. Parents dote on their offspring, who in return are expected to revere their parents. Population pressures combined with economic motivations force many Lurians off their homeworld and out into the greater galaxy. The royal family is particularly large; there are so many minor princes, princesses, and cousins of lesser nobility that most Lurians lose count. Each royal child is valued, though, and receives a stipend from the Royal Exchequer.

It is the Lurian custom to bring food and drink to a funeral to sustain the deceased in the afterlife.

GAMMA QUADRANT SPECIES

The wormhole to the Gamma Quadrant opened up vast new areas for exploration by Alpha Quadrant species. It also provided the opportunity for contact with species never before encountered.

Dosi

Homeworld

The Dosi homeworld is Dosa II, the second planet orbiting the star Dosa.

Home Region or Sovereign Territory

The Dosi are subjects of the Dominion, albeit not especially loyal ones. Their home territory prior to their conquest by the Dominion included their solar system and the two nearest systems.

Suggested Attribute and Edge Ranges

Fitness 2 [5]
  Strength +1
Coordination 2 [5]
Intellect 2 [5]
  Perception -1
Presence 2 [5]
Psi 0 [5]

Typical Advantages/Disadvantages

Code Of Honor (Dosi) -2

Special or Unique Skills

None. The Dosi are just as differentiated as Humans, Bolians, or many other species. They are not known for any particular skill or trade.

Size

The Dosi tend to be, on the average, the same height as Humans, but with slightly more mass. This often makes them seem muscular to Humans.

Traits Common to the Species

The Dosi are naturally white-skinned with hair on the tops of their heads, much like some Humans. However, many Dosi (of both genders) shave their heads and paint their bodies with various pigments. Typically the face is colored red, with one or more white lines covered with blue dots. The rest of the body may be uncolored, or may feature red stripes with black dots or various other combinations. The markings indicate house, status, and rank. In general terms, the more of a Dosi's face is covered with white stripes, the more powerful and wealthy he is.

Story Notes

The Dosi make good first contacts for characters entering the Gamma Quadrant. Their aggressive and even hostile natures may make them difficult to get along with at first, but if characters persevere they will be able to earn the goodwill of the Dosi and enter into some sort of relationship with them.

Description

The Dosi live in the Gamma Quadrant near the entrance to the Bajoran wormhole. Although little is known about them, initial contacts showed them to be extremely aggressive. They have confrontational attitude, even at the negotiating table, and they settle disagreements among themselves with fistfights and other forms of violence. They tend to regard calmer, more pacifistic species as "lesser beings" until those species do something to prove that they have backbone and can give as good as they get. Thereafter relations proceed along a more even keel.

Dosi aggressiveness results from the elaborate Dosi code of honor. Alpha Quadrant sociologists have not learned much about the Dosi code. It seems to mandate a position of strength in the face of any obstacle (perceived or real), an unwillingness to back down in the face of challenges (unless a "face-saving" option is presented or the other side proves it has a clear advantage), and utter disdain for cowardice or weakness.

For all their posturing, the Dosi are subjects of the Dominion, conquered by the Jem'Hadar decades (perhaps even centuries) ago. They are willing to deal with the Alpha Quadrant behind the Dominion's back if they feel they can get away with it. Like the Ferengi the Dosi are extremely interested in profit. They are not as devoted to acquiring profit as the Ferengi are, but trade and economic concerns have become a major part of their culture.

Skrreea

Homeworld

The Skrreeans fled their original Gamma Quadrant homeworld, Skrree, in 2370. Although they believe Bajor is *Kentanna*, their legendary ancestral homeland, they now reside on Draylon II in the Alpha Quadrant.

Home Region or Sovereign Territory

The Skrreeans have never controlled any territory beyond their home system.

Suggested Attribute and Edge Ranges

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Special or Unique Skills

The Skreeans are noted for their agricultural skills. In a universe where most advanced species no longer grow much food, Skrreeans continue to devote at least some part of their lives to working on a farm or in a garden. They are also skilled at many different handcrafts; since coming to the Alpha Quadrant they have been able to develop some markets for their craftwork.

Size

Skrreeans have the same average height and mass as Humans.

Traits Common to the Species

The Skrreean physical appearance is unremarkable. In most respects they resemble Humans, though their hairstyles and fashions are their own. However, tiny round nodules cover their skin, which frequently flakes.

Story Notes

The Skrreeans present an opportunity to tell stories of desperation and helplessness. Although a technologically advanced society, they are an extremely peaceful people, not used to fending for themselves. Eight hundred years under the T-Rogoran yoke has only made them more docile. As such, they are ill equipped to defend themselves against threats, cope with a planet-wide famine or epidemic, or deal with other major problems. Thus, they call on the Federation for aid, and whoever comes to their rescue may get caught up in their internal politics or become motivated to find a way to make them more self-sufficient.

Description

The Skrreeans were the first species to emigrate from the Gamma to the Alpha Quadrant. This emigration was partly the result of political oppression, partly of religious prophecy.

For all of their recorded history, the Skrreeans lived on the world Skrree in the Gamma Quadrant. However, their earliest myths spoke of their "true home," a world called Kentanna, which could be reached through the "Eye of the Universe." While early Skrreeans fervently believed this legend, and prayed to their gods for a swift return to Kentanna, most modern-day Skrreeans regard it as nothing more than a fable.

Approximately 800 years ago, Skrree was conquered by a vicious people known as the T-Rogorans. The Federation has never contacted this species, and the Skrreeans refuse to speak of them. They ruled Skrree with an iron fist for eight centuries, enslaving and brutalizing the peaceful Skrreeans. Millions, perhaps billions, of Skrreeans were massacred. Then, in 2370, the T-Rogorans were themselves conquered—by the Dominion.

The remaining three million Skrreeans took advantage of the confusion, stole some ships, and fled Skrree. During their journey one of them, a woman named Haneek, passed through the Bajoran wormhole, which she believed to be the Eye of the Universe. The rest of the Skrreeans were brought through the wormhole with the help of Deep Space 9 personnel. The Skrreean leaders chose Haneek to take the people to Kentanna—"a planet of sorrow where the Skrreeans will sow seeds of joy"—and Haneek decided that Bajor was Kentanna. Eager to return to their legendary homeland, the Skrreeans petitioned the Bajoran Provisional Government to settle on the northern peninsula of Bajor. However, citing Bajor's extensive internal difficulties, the Provisional Government denied their request, much to the Skrreeans' disappointment. The Skrreea settled on the world Draylon II, where they have resumed their traditional agricultural lifestyle.

The Skrreeans are a matriarchal people. Men are considered too emotional, and too prone to quarreling and fighting with each other, to hold positions of responsibility. Women lead in all things and are the heads of families; they frequently have multiple husbands.

Wadi

Homeworld

The homeworld of the Wadi (a word meaning "the People" in their tongue) is Tomerela IV, in the Tomerela system in the Gamma Quadrant. It is rich in metals, minerals, and other resources, which the Wadi trade with other species.

Home Region or Sovereign Territory

The Wadi control their home system and three nearby star systems. They are not part of the Dominion, but have a healthy respect for that power.

Suggested Attribute and Edge Ranges

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
  Logic +1
Presence 2 [5]
Psi 0 [6]

Special or Unique Abilities

Although not all Wadi possess psionic abilities, their

species does have a higher percentage of persons with psionic powers than most other species—something like three percent of the populace has one or more Psionic Skills.

Special or Unique Skills

Other than the Psionic Skills mentioned above, none.

Size

The Wadi are roughly the same average height and mass as Humans.

Traits Common to the Species

The Wadi are humanoids with skin tones ranging from white to dark brown; their hair colors likewise range from

blonde to black. They often paint clan markings and similar symbols on their foreheads or other parts of their bodies, usually in purple ink.

Story Notes

The Wadi make for interesting Gamma Quadrant encounters. They are one of the few species the Crew might encounter that does *not* belong to the Dominion. The Wadi fear and respect the Dominion, but so far have managed to avoid being conquered by the Jem'Hadar due to their territory's location (relatively far from most traveled spacelanes) and, it is believed, through the use of their mental powers and advanced technology. Therefore they represent an independent political entity with which the Crew can interact. A clever, skilled, and resourceful Crew may even be able to enlist the Wadi to help in the Dominion War—especially if the players can achieve victory in the Wadi's games.

Description

A Vulcan ship discovered the Wadi in 2369. They became the first Gamma Quadrant species to send a formal diplomatic delegation through the wormhole to establish relations with the Federation. Their first experience in the Alpha Quadrant was not entirely routine. Quark, the proprietor of a bar on Deep Space 9, cheated them at dabo. In retaliation they forced him to play a game of their own, *chula*, in which the crew of Deep Space 9 was transported into a pocket dimension or illusory setting to participate in a series of apparently lethal challenges. Having won these challenges and survived the game (which actually placed them in no danger), they were returned unharmed to the station and relations with the Wadi resumed their normal course.

The Wadi are interested in all sorts of games, and are very competitive. Some of their first words while they were on the station were a request to be taken to the games at Quark's. On their world games are a subject of great fascination; in fact, their political process seems to involve games. The ruler of the Wadi is the person who manages to win the greatest of their game tournaments; rulers of lesser social units (typically individual clans) must win lesser tournaments. A Wadi leader goes by a title indicating his mastery of games. For example, Falo, the leader of the diplomatic delegation to Deep Space 9, was a Master *Surchid*, indicating a very high rank in the Wadi government.

Deep Space 9's experience with the Wadi indicates they possess at least some advanced forms of technology. Their transporter, or transporter-like, technology appears to be far more advanced than that found in the Federation. They may even have the ability to create "pocket dimensions" or breach dimensional barriers in a controlled manner. The Federation hopes to obtain samples of this technology through trade, but so far the Wadi have guarded their technological secrets closely.

OMNIPOTENT SPECIES

For the purpose of the *Star Trek: Deep Space Nine Roleplaying Game*, an omnipotent being is defined as any entity so vastly superior to the players that it can do whatever it wants with them, regardless of the game rules. As Narrator, all you have to do is decide what the omnipotent entity wants to do and it happens, no die rolls required.

An entity can be omnipotent according to our definition without wielding true limitless power. For one thing, the existence of other such entities is a limitation of its own. A member of the Q Continuum can treat humanoids as playthings, but can be harmed by another Q, or even stripped of his godlike powers through the collective efforts of fellow Q entities.

The omnipotent entities of the *Star Trek: Deep Space Nine* universe cannot resolve the classic logical paradoxes posed by the notion of infinite power. For example, if you were to ask Q to create something so heavy that even he couldn't lift it, he would respond with a smart-aleck quip, but wouldn't be able to meet the terms of your challenge.

Special Considerations

Narrators need to take care when using omnipotent entities in their story lines. Although a firmly established part of the *Star Trek* setting, they lead to frustrating game sessions if not handled well.

Game Balance

When creating standard threats for your Crew, it isn't always necessary to work out in advance exactly how your players might overcome them. You can be confident that, with a little common sense, they'll come up with a reasonable response. You can figure out ways to make their plan hard to accomplish as you go along, creating excitement during the story and satisfaction once it's finished.

However, when the threat they face can do almost anything, you do need to come up with at least one clear way for the Crew, if not to overcome the omnipotent entity, to at least escape from the threat. It should be frustrating to deal with omnipotent entities—Sisko certainly finds Q exasperating, and the Prophets maddeningly enigmatic—but not depressing. No one wants to spend an evening's recreation wallowing in his own powerlessness.

The usual way *Star Trek* characters overcome omnipotent threats is through persuasion and the strength of their own human values. A common thread in episodes dealing with omnipotent entities shows that some beings hit a moral or spiritual dead-end when exercising infinite power. While this is not true in all cases, it is a pitfall of omnipotence. Convincing some omnipotent entities of this often becomes the challenge of these episodes.

Story Effects

Because it should remain impossible to combat them directly, the best use of omnipotent entities is in your adventures is in a non-adversarial role. The omnipotent entity might lead the Crew to the central challenge of the story, and then stand aside to watch them deal with it. It might test itself by using only a fraction of its powers. Or it might take a role in a story that revolves around an emotional realization rather than a simple struggle for victory.

The role of Q in the *Star Trek: The Next Generation* series is instructive here. In his first appearance, Q was a sinister adversary the crew of the *Enterprise-D* couldn't beat. However, as the character made return appearances, it soon became clear that he was much more entertaining as an annoying but comical gadfly who did more to test the crew's patience than threaten their lives. As the character developed further, he found a moral sense and became increasingly sympathetic—though he never lost his arrogance or ability to aggravate and annoy.

In your series, omnipotent entities should be more than a mere opportunity for you to abuse the player characters and excuse otherwise implausible plot developments. Their appearances should help illuminate that classic *Star Trek* question: "What does it mean to be human?"

Q Continuum

Homeworld

The Q Continuum is an extradimensional domain, home to the species of omnipotent beings of the same name.

Suggested Attribute and Edge Ranges

Game statistics mean nothing to the omnipotent. A member of the Q succeeds at any task he wants to accomplish, unless he's in conflict with other entities of similar power. Either way, the outcome of his actions is determined by the Narrator, not by die rolls.

Special or Unique Abilities

Omnipotence.

Special or Unique Skills

Any desired skills.

Size

Any.

Traits Common to the Species

The true appearance of the Q is impossible for limited Human minds to grasp. When they wish to be seen and heard by mortals, they adopt forms similar to those they're dealing with. Although the Q on *Star Trek: Deep Space Nine* nearly always adopted Human form, they no doubt appear as Ferengi on an all-Ferengi vessel, as Klingons when they show up to pester Klingons, and so forth.

Story Notes

See the general notes on the use of omnipotent beings in your series. Even when a Q is portrayed humorously, his appearances should always spell trouble. No one wants an omnipotent being interfering in his life; even their most harmless pranks can represent a humiliating loss of control for the characters subjected to them. Pay close attention to the mood of your group during a Q story. There is a fine line between entertaining annoyance and just plain annoyance; try to stay on the right side of it at all times. This is especially important in a roleplaying game; it can be funny to watch Sisko or Kira do a slow burn in response to Q's cosmic practical jokes, but frustrating to have the same things happen to your own character.

Description

Q are godlike beings beyond mortal comprehension. All Q are known simply as Q, or by names beginning with that letter. Although they are aware of one another's activities if they choose to be, they do not share a group consciousness and retain a sense of individuality apparently not much different from that of Humans.

Most omnipotent beings eventually discover that limitless power and consciousness are as much burdens as boons, and the Q are no exception to this rule. Always in need of novel experiences to sustain their vitality, Q society became stagnant after achieving a golden age of enlightenment approximately ten thousand years ago. A few Q have rebelled against this stagnant order; some alleviate their boredom by toying with other sentient lifeforms.

Prophets

Homeworld

If the Prophets have a homeworld (or, for that matter, a formal name), they have never revealed it; they reside within the Bajoran wormhole.

Home Region or Sovereign Territory

None outside of the wormhole, so far as is known—but few definite facts are known about the Prophets.

Suggested Attribute and Edge Ranges

Inapplicable.

Special or Unique Abilities

The Prophets are a nigh-omnipotent species that lives outside linear time—past, present, and future are all one to them. They find the concept of living linearly through time (as Humans, Bajorans, and most other species do) strange. Although they do not seem as powerful or capricious as the Q or the Douwd, they have sent visions to selected persons (including their Emissary, Benjamin Sisko), destroyed a 2,800-ship Dominion fleet as it came through the wormhole, and

performed similar miraculous feats. However, they are not all-powerful. They can be combated by the evil Pah-wraiths, and the wormhole can apparently be closed against their will. Do not use game rules to determine what happens when a Prophet acts; this should be determined by the Narrator instead.

Special or Unique Skills

Any.

Size

Any.

Traits Common to the Species

The Prophets are apparently beings of pure energy, capable of taking any form. When they appear in a vision, they typically assume the appearance of that person's friends and acquaintances, regardless of whether those persons are dead, enemies, or the like (which can be quite jarring to the person experiencing the vision).

Story Notes

The Prophets are a wild card in, and perhaps the key to, the Bajor Sector and its wormhole. Their conduct is often enigmatic, which makes them a perfect story element. They can appear to one or more of the Crew in visions, making mysterious pronouncements and providing the odd bit of information or assistance. This provides a useful "prod" to get the characters to act, while giving them a motivation to become more deeply involved in an episode or series ("Okay, now I know from my vision that I have to do *something* to prevent the station from being destroyed—but what? Hmmm, I better study up on Bajoran religious philosophy and investigate what's going on here"). The Prophets do not enjoy visits from, or interacting with, linear beings; a character disturbing them will likely regret it.

Description

The Prophets have been the object of Bajoran worship for millennia. They have interacted with the Bajorans throughout recorded history in two ways: first, through visions granted to specific persons; second, through the nine Orbs. The Orbs are glowing, hourglass-shaped crystals. Bajorans (and sometimes others) who gaze into them receive visions or can access other powers. The Bajorans presently have possession of five of the Orbs (the Orbs of the Emissary, Prophecy and Change, Time, Contemplation, and Wisdom). Others may have been recovered from the Cardassians following the war, or are hidden elsewhere in the galaxy.

No one knows the exact limits (if any) on the Prophets' powers, the reason for their existence, and what (if anything) they have in mind for Bajor. They do not appear able to exercise total control over linear beings (for example, the actions of linear beings have closed the wormhole on a temporary basis). There seems to be little limit on their ability to grant visions and prophecies (Benjamin Sisko received visions from the Prophets while on Earth). They can be opposed, and possibly even hurt, by similar beings, such as their enemies the Pah-wraiths.

Pah-wraiths

Homeworld

The Pah-wraiths (or, in Bajoran, *Kosst'emojan*) are energy beings like the Prophets, and their homeworld, if any, is unknown. If myths and legends are true, they once lived in the Bajoran wormhole with the Prophets, but because of their evil natures were banished to the Fire Caves on Bajor, where they remain imprisoned.

Home Region or Sovereign Territory

None.

Suggested Attribute and Edge Ranges

Inapplicable.

Special or Unique Abilities

The Pah-wraiths seem like the Prophets in many respects, including their non-linear nature and immense powers. However, unlike the Prophets, their energy is often turned to violent and destructive ends. They do not seem interested in providing linear beings with visions of the future or any sort of assistance. They particularly enjoy possessing linear beings and using them as tools to commit heinous acts.

Special or Unique Skills

Any.

Size

Any.

Traits Common to the Species

Like the Prophets, the Pah-wraiths are energy beings. Instead of taking forms based on a linear being's memories, they seem to prefer to possess a linear being's physical body.

Story Notes

The Pah-wraiths are the evil counterparts of the Prophets. Where the Prophets are benign (or at least willing not to interfere with linear beings), the Pah-wraiths are malevolent. They want to return to the wormhole and slay the Prophets (or, failing that, destroy the wormhole and the Prophets together), and they are willing to exploit and abuse linear beings to achieve these goals. Deep Space 9's Chief of Operations, Miles O'Brien, learned this all too well in 2371 when a Pah-wraith possessed his wife Keiko. This entity forced O'Brien to do its bidding on pain of shutting off his wife's vital bodily functions (which it could do without harm to itself).

Description

Normal beings know even less about the Pah-wraiths than the Prophets. As the "demons" of the Bajoran religion they are not talked about or studied very much. The fact that Bajorans visit the place of their supposed imprisonment, the Fire Caves, seems to indicate that the Pah-wraiths are not considered to pose too much of a threat to linear beings. Some Pah-wraiths, or at least their essence, are believed to reside in certain Bajoran religious artifacts.

A few Bajorans, faced with hopeless situations or given to depraved practices, have begun to worship the Pah-wraiths as they once worshiped the Prophets. These cultists, identified by their distinctive red armbands, are of deep concern to the mainstream Bajoran clergy and people, for the Pah-wraiths' message of hate and destruction is not one beneficial to Bajor. One cultist has already tried to murder the Emissary.

Creating Alien Species

Part of the fun of running the *Star Trek: Deep Space Nine Roleplaying Game* lies in adding your own creations to the classic elements of the *Star Trek* universe. This section shows you how to create alien species in keeping with the spirit of *Star Trek: Deep Space Nine*.

Creation Process

Instead of creating an alien species and then trying to figure out how to use it in your game, do what the writers of the TV series do: come up with a story, and then create an alien which satisfies the demands of that story. If you do reverse the process, try to come up with a story that makes the best possible use of the alien species you have created.

Premise

Each alien species needs a *premise*, one tied in some way to the premise of the story it appears in. Make the premise for an alien species short and to the point—a phrase if you can, a whole sentence if you must.

For example, you could summarize the premise of the Klingons as "proud, barbaric warriors." The premise of the Ferengi could be "conniving, capitalist weasels." "Strange, technologically-advanced gamblers" sums up the Wadi.

Simple ideas are strong ideas—your players find them easy to grasp, and they give you a solid basis when it comes time to add details later. You can use colloquial terms if they help you pare your idea down to its core essence; you don't have to share the exact wording of a speciess premise with your players.

To create a premise for your alien species, start with a theme or idea you want to explore. *Star Trek: Deep Space Nine* episodes deal more with the interaction of ideas than with the trappings of spaceships and ray guns and fantastic creatures.

Roger wants to create a species to populate a new Gamma Quadrant world he envisions. He wants the world to be dark, brooding, and sinister—covered with thick clouds that make it gloomy. He wants the aliens to be the same, since he intends to use them as villains to frighten and attack a stranded exploratory Crew. What could be spookier, and work better in the dark, than bats? He decides to create a species of bat-people.

Name

Now that you have a premise, give the species a name. It should be fairly easy to pronounce—keep it to three syllables or less, if you can. Avoid jumbles of consonants. Try to make the sounds of the name evoke something about the species. The hard "K" which starts the word "Klingon" tells us something about the species. So does the soft, longer "F" sound in "Ferengi."

Since his bat-people need to seem sinister, Roger wants a name that evokes such feelings. Because players associate bats with vampires and Dracula, he sort of combines those two words and names his species the Vapulans.

Role in the Story

For the next step, decide what role members of this new species of yours play in your story. This determines how much effort you need to devote to their creation, and the specifics of that effort. You needn't develop the religion of a species of warrior thugs right away, unless their combativeness stems from a religious motivation. On the other hand, for a species created to exemplify a philosophic principle, the Narrator should put some effort into the origin and nature of the species' philosophy.

Set-up species exist only to set the plot in motion. Once they've fulfilled this role, they fade into the background. The Wadi serve this sort of role. Once they came to Deep Space 9 and started gambling there, the stage was set for them to start a chula game and pull the DS9 personnel

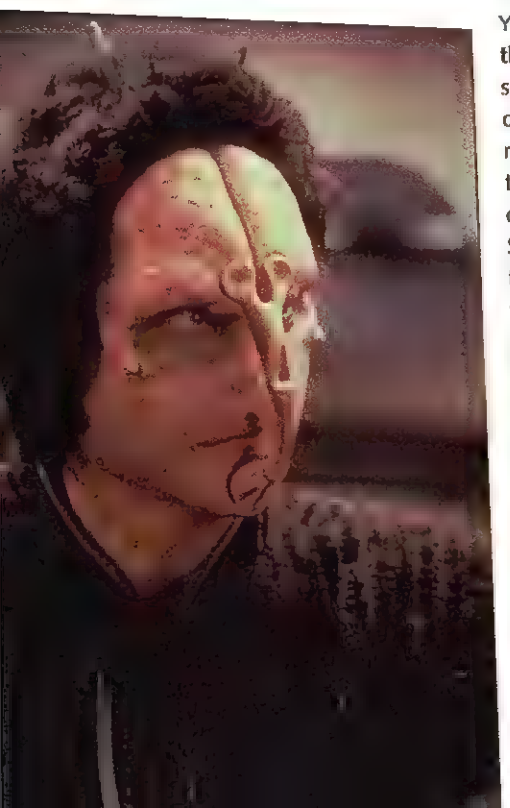
into it. Similarly, the Dosi and the Karemma served primarily to put the characters into contact with the Dominion.

Background species are mentioned in passing, to make a minor plot point. They may not even appear in your story. The Flaxian in "Improbable Cause," for example, served as a background character; although he was suspected of a murder and interrogated, his real purpose was to advance the plot by getting killed.

If the Crew must defeat members of the alien species to resolve the central challenge of the story, they are **adversaries**. Cardassians, Romulans, and the Jem'Hadar were all created as adversaries. The Klingons originated as adversaries for the original series, became allies by the time of *Star Trek: Deep Space Nine*, broke the alliance and became adversaries again, and finally re-established the alliance when a greater enemy presented itself.

When creating an adversary species, give them fearsome attributes, and establish why and how their values run counter to those of the Federation. Decide why they are difficult for the Crew to defeat. Finally, you should ask yourself how they are different from the already-established threat races. If a Romulan or Ferengi can serve your plot needs just as well as this new species you're working on, consider changing your creation to make it unique, or scraping it in favor of an appearance by an established alien species more familiar to your players.

An alien species sometimes exists to pose the central problem in the story, but not to serve as adversaries. The **enigma** may lie in the species' nature itself, in its culture, or in a problem the species faces as a result of such factors. The inhabitants of Meridian serve this kind of narrative purpose. Occasionally, an enigma may lie at the heart of the species' seemingly adversarial behavior: the Hunters and their Tosk seemed threatening at first, but once the reasons for their conduct became apparent, the threat diminished.



You may need a **sympathetic** member of an alien species to help the Crew, or evoke an emotional response that prompts them to action. This is one of the purposes of the Skrreeans, who presented the crew of Deep Space 9 with a plight with which the crew was sympathetic, but caused other problems as well.

Roger wants to use the Vapulans as an adversary species, since the point of the episode he plans is to confront the stranded Crew with something terrifying and deadly—in short, it's a horror story, and the Vapulans should function like horror story antagonists.

Role in the Series

After you've determined the species' role in your story, think about its importance to your series as a whole.

A **singular** species is meant to feature in a single episode of your series. The central conflict of the story is resolved when the Crew learns a secret about this unfamiliar species, or solves a problem the species faces or has caused others to face.

Many species featured in *Star Trek: Deep Space Nine* episodes are intended to appear only once. The Hunters/Tosks and Skrreeans all serve as examples of singular species.

After using a singular species of your own creation, you may find it has lasting appeal, and inspires further story ideas. Singular species have upgraded to recurring status in the *Star Trek* series as well. For example, the Trill were originally meant to fill the demands of a single story, but later became a major part of the *Star Trek* universe when a Trill regular character was established for *Star Trek: Deep Space Nine*.

If you're creating a species for a single story, you don't need to worry about making it deep and rich in detail. Concern yourself with the questions you need to answer to make that one story work; additional information will just confuse the players, and make your portrayal of the race unclear.

A **recurring** species is meant to appear in a number of episodes throughout a series. The best example of recurring species is the various threat species, such as the Cardassians, Romulans, and Jem'Hadar. Allied species and Federation members can recur as well. Neutral species are less likely to take part in conflicts alongside or against Federation crews. They start out as singular species, graduating to recurring status if your players respond strongly to them.

Recurring species must be more interesting, and more detailed, than singular species. It's your job to ensure that your players look forward to more stories involving your creations.

Roger decides to worry about one episode at a time—unless they find something useful here, the Crew will probably never return to the Vapulans' homeworld. If the Vapulans or their planet capture his players' imaginations, then he'll find a way to incorporate them into future episodes, but they'll remain singular for now.

Physical Attributes and Abilities

Decide what, if any, special physical advantages the species has. Ask yourself how the premise of your species might be expressed physically. Are there things they do which might be made easier by particular physical adaptations? For example, the Klingons are a warrior species, so they are

Wiggle Room

Avoid establishing facts about a species that are irrelevant to your story. This gives you maximum freedom when creating future stories about this species. It also keeps you from drowning your players in expository dialogue. Note that, even in the cases of the most highly developed alien species in *Star Trek: Deep Space Nine*, we tend to learn only one or two new facts about a culture per episode.

It's okay to think of details in advance, though. During play, keep a highlighter pen and a description of your new species handy. Whenever a detail comes up in the course of the game, highlight it. The highlighted passages are cast in stone; you can't change them. The sections you don't use represent your wiggle room; you can safely contradict them later, because the players don't know about them. And don't forget to leave room on the page for all the new details you think up later or that come up during play.

strong and have redundant organs.

Perhaps you can think of a physical ability that highlights the essential qualities of the species in a humorous or dramatic manner. The Ferengi are pleasure-loving hedonists, so their earlobes are highly erogenous.

To make them more terrifying, Roger decides the Vapulans are tall, but slender, as if somehow distorted or "stretched." Since they need to fly, they don't weigh much (perhaps they even have hollow bones, like birds), and can't fight well on the ground by themselves—but when they're in the air, or in a group, they can be deadly. For horror purposes he also gives them fangs, an appetite for blood, and short, sharp claws.

Not all the physical characteristics of your species need to relate directly to the premise of your story. The Cardassian tolerance for heat, for example, has no direct bearing on their totalitarian culture or militaristic attitudes. It does, however, make Cardassians seem different from other species—it's a little detail that provides *verisimilitude*, the illusion that something in a work of fiction is real. If absolutely everything about your species relates to the premise, it seems too obvious and pat. If, on the other hand, all your choices are just random collections of interesting but unrelated ideas, the species seems unfocused, and your players won't find it memorable.

These unrelated physical characteristics are more likely to come into play for recurring species, to add depth as they continue to appear. Note the fact about the Cardassian preference for heat didn't come up in their first appearance, because it would have been distracting.

Roger develops some abilities for the Vapulans based on their homeworld and inspiration. They have poor eyesight, and shy away from bright lights, but use a sonar-like echolocation system to perceive things in the deep gloom and darkness. Their membrane-like underarm wings allow them to fly and glide with great agility. Their dark coloration makes them nearly invisible when they stop moving. In short, they're perfect for sneak attacks and "air raids" against the seemingly helpless Crew.

Mental Attributes and Abilities

Decide if the species has any special mental abilities. It isn't hard to relate mental abilities directly to your premise for the species' culture. They will be talented at skills relating to the goals of their culture. Ferengi are good at business, for example, and Romulans make skillful tacticians.

Roger decides that Vapulan society is relatively primitive, but on the cusp of breaking out into spaceflight. They're quick-witted and clever, and if they capture any technology from the Crew it will advance their science tremendously in a very short period of time. They have a "pack" mentality, preferring to work in groups rather than by themselves, and they try to establish dominance over others in strange social situations.

Again, in the case of recurring species, eventually introduce additional details for the sake of verisimilitude. Some of these might provide comic contrast to the traits you might expect. Perhaps a species with a rigid sense of discipline is unable to resist the taste of strawberries. Members of a cruel and calculating species might melt into softhearted sentimentalists in the presence of tribbles. The alien race might regard these traits as a source of shame or embarrassment, and therefore conceal them from the Crew until they can win the trust of some of its members.

Additional Considerations

Once you take care of these basic issues, get more specific about your new species. The more marginal the species' role in your story, the less thinking you have to do about these additional issues.

Ecological

Decide if there are any special conditions on the species' homeworld that affected their development. For example, Cardassia Prime is extremely resource poor; from this we can assume that life for Cardassians is hard, and thus their culture shifted from its original artistic and spiritual roots to become more militaristic.

Because they have wings, the Vapulans prefer not to spend much time on the ground. Their buildings have entrances near the roof, and no ground-level doors or windows at all. To Humans and their ilk, Vapulan cities seem strange, even frightening.

The Weibrand Logarithmic Development Scale

In a galaxy where so many sentient species co-exist, it is sometimes necessary to quantify them in terms of their level of civilization, technological advancements, and similar factors. The most widely accepted means of doing so is the Weibrand Logarithmic Development Scale, developed by Earth sociologist Hyram Weibrand in 2295.

The Weibrand Scale runs from 1 to 100, with 1 as any pre-warp flight civilization, and 100 as the base level of immensely powerful beings like the Q. The calculations used to place a species on the scale are extremely elaborate and complex, but they have proven the best sociological tool for comparing disparate civilizations ever devised. The scale takes into account more than political or military power; a high rating does not mean a civilization could automatically conquer or destroy any civilization with a lower rating. But because the scale does include technological and military power as one factor, it is a good benchmark for possible military achievements. According to this scale, various species in the *Star Trek* universe are ranked as follows:

Weibrand Scale

Rank	Species/Civilization
1	Any pre-warp civilization
20	The Flaxians; the Letheans; the Nausicaans; Bajor at the time of the Cardassian occupation
21	The Cardassian Union (by itself); Bajor as of 2375; the Dosi; the Ferengi
22	The Lurians; the Breen
23	The United Federation of Planets (and any member thereof); the Klingons; the Romulans
24	The Dominion (and the Cardassian-Dominion alliance); the Wadi
30	The Borg
32	The Iconians
48	The Aldeans
65	The Traveler's people
90	The Prophets; the Pah-wraiths
95	The Metrons
100	"Unaffected species": the Q, the Douwd, the Cytherians, and the Tkon

If you decide to give a technologically advanced species a difficult homeworld environment, you should also figure out how they were able to overcome this drawback and reach the stars. In general, societies don't advance past the simple tribal stage until they develop the basics of horticulture. When a culture learns how to farm, it becomes committed to a particular place. It also becomes prosperous enough to support economic specialists—that is, people who spend most of their time at tasks other than the production of food. Although the first specialists are usually craftsmen and priests, this process leads, over thousands of years, to the development of science and of the manufacturing technology required if a culture is eventually to discover how to make starships, phasers, computers, and all of the other trappings of a starfaring species.

The ecological profile of a planet can change over time. If the ecosystem of a race's homeworld has changed since their ascent to the stars, those changes may have in turn altered their culture. A species which developed on a verdant planet may become militaristic (or apathetic) if their resources suddenly dry up. A tough species used to the hardships of a hostile environment might advance rapidly from a tribal state to one of highly developed technology if conditions suddenly improve, without enjoying the moderating effects of civilized laws or morality.

Political/Cultural

If it's important to your story, figure out how the species' society is organized. Decide what the basic social unit is, how the society is governed, and what the policies of its leaders are. Make some basic decisions about culture as well.

Social Unit

Every society has a basic social unit people identify with, work for, and sometimes fight or even die for. The Ferengi social unit is the small business. The Jem'Hadar social unit is the military squad.

In many cultures (including late 20th-century Western Earth culture), that unit is the family. Note, however, that there are as many definitions of "family" as there are cultures. One culture may define a family as including only a few generations, while another (especially if the species is long-lived) might extend the definition of family over many generations. Some may consider only close kin ties when defining the family, others may include many degrees of relationship. How exotic a family structure can you dream up?

The family is not the only possible social unit. A culture may force its members to focus their sense of belonging on a constructed social unit like a military organization. Or individuals might select their own social units based on economic advantage, ideology, religion, or other shared interests.

Roger assumes the Vapulans have a pack/flock sort of social structure. Strong individuals attract hosts of "followers," and these groups compete for dominance in society (sort of a cross between democratic government and gang warfare). As a leader's perceived strength waxes and wanes, he attracts or loses followers.

Governance

Decide how the society is governed, and how the culture defines good government. These choices should reflect the premise of your species. For example, the Klingons are governed by a Chancellor who presides over a Council

dominated by representatives of powerful families; as a warrior culture, they consider a government that brings victory in battle a good one.

An **authoritarian** government permits a single leader, or elite class, to make decisions for everyone else. It may also be an **oligarchy**, restricting membership in its elite class on grounds of wealth, status, or another difficult-to-attain qualification. A **democratic** government allows the governed to choose those who govern them, and to hold them accountable. A **theocracy** puts authority in the hands of priests or other clerics according to the laws of a particular religion. An **anarchic** government may be no government at all, or an extremely decentralized system relying on members of each social unit to act in accordance with the goals of the society. A **monarchy** places authority in the hands of a hereditary ruler; the degree of authority might be absolute or partial. High-ranking military officers run **military** governments, while the wealthy control **plutocracies**. Alien governments don't need to follow the examples of Earth history; you might have cultures ruled by scientists, artists, individuals with perfect DNA structures, or governors chosen by lottery. As an exercise, see how many possible governments you can think of; try to invent alien species with premises based on those choices. See the Government Types table (pg. 183) for suggestions.

Roger envisions the Vapulans as making decisions only after bitter, sometimes violent, fights between leaders and their groups of followers. A lot of good leaders (and time) are lost to this internecine fighting, but all the survivors are skilled warriors (bad news for the Crew!).

Design

Production designers on *Star Trek* use costuming, makeup, and set design to convey visually a great deal of information about alien species. The body armor of the Cardassians, or the barbaric outfits favored by Nausicaans, tell us as much about their cultures as fifteen minutes of explanatory dialogue.

The good news is that, unlike a production designer, you have no budget limitations when describing the look of a species, its equipment, and its costuming. A *Star Trek: Deep Space Nine* Narrator is were free to describe a species as non-humanoid; presenting a picture of such a species on a TV series would require expensive computer-generated effects or equally expensive makeup and prosthetics.

The bad news is you have to convey all this information with words, with no actors and technicians to help your players picture what their characters are seeing. Spend a few minutes thinking about what your species would look like, after a talented production designer brought its premise to life visually. Describe the clothing worn by the species, the look of its spaceships and technological items, and of course, the appearance of the species itself.

The Vapulans are bat-like, so their skin has a layer of short, dark fur. There are leathery, membranous wings under their arms. Their mouths are large and fanged, their ears similarly large (and angled forward for use in echolocation), and they have a special sound-emitting organ on the top of the forehead. Their early, crude spaceships look like giant flying wings.

Arts and Leisure

Cap off your alien species with a few thoughts about its artistic expression (or lack thereof). Ask yourself how members of this species spend their spare time. What do they enjoy? What kind of food do they prefer? For example, we know that Klingons favor crashing operas and visceral food squirming with live worms. Ferengi culinary tastes run towards grubs, worms, beetles, slugs, and the like.

Roger decides the Vapulans often spend time engaging in group activities. But thanks to ancient hunting instincts, there's something individualistic in them as well; many individuals are prone to taking long, lonely flights as they commune with the darkness.

Social/Outside Interaction

Decide how the species relates to its neighbors, to the Federation, and to other major starfaring species. Think about the premises of other species, and determine whether these bring your species into conflict with them. Similar premises might lead to conflict just as easily as opposed ones. A new warrior race is likely to see other warrior cultures as rivals. Peaceful races won't get a pass, though; they're seen as possible targets.

Roger decides the Vapulans have just begun to explore the space near their homeworld. Their encounter with the players is their first contact, though given its circumstances they'll probably perceive it as an attack. Only cautious diplomacy on the part of the Crew holds any hope of preventing the bat-people from attacking them en masse.

Technological

Determine the race's level of technological achievement. If it is pre-industrial, determine the race's highest level of economic development: hunting and gathering, agricultural, or a trade-based economy with large settlements. The species might be industrialized, but not yet capable of spaceflight. It might be a starfaring species with technology less advanced than the Federation, about as advanced as the Federation, or more advanced. A species' technology may range ahead in some areas and lag in others; the Breen are noted for their armaments and use of biotechnology, for example.

The Vapulans have much poorer technology than the Federation, Cardassians, or other major starfaring races. This will change quickly if they get their hands on advanced technology like a tricorder or shuttlecraft.

TEMPLATES AND OVERLAYS

Once you flesh out the basic ideas behind your new species, it's time to translate them into game terms. Write up your race using the template format given on page 250 of this chapter.

Species Averages

Work out what an average member of the species can do. Remember the Human average for attributes is 2, and compare accordingly. Assign Edges as appropriate. Decide if there are any skills the species specializes in, and give them bonuses in these areas. Also consider if there are Skills or Attributes they are below average in, and adjust accordingly.

Roger gives the Vapulans a Fitness rating of 2 (4), so that even the most fit Vapulan is only slightly better than the average Human. But they're very dexterous. He assigns them a Coordination of 3 (6) and Reaction +1. Their quick wits and insight earn them Intellect 2 (6) and Perception +1

Balance

Be conservative when assigning abilities; resist the temptation to make your creation more powerful than existing species. Deviate from Human norms only when you must do so to realize your concept. Don't make all the attributes better than Human, concentrate on one or two areas in which the new species is substantially better (or worse) than the average humanoid. After all, if a species is better than others in all areas, it would have conquered most of the galaxy already.

Likewise, balance the species against the established species in story terms. If you decide your new species is more logical than the Vulcans, more barbaric than the Klingons, and more acquisitive than the Ferengi, you've just run roughshod over the setting your players expect to take part in. Create species that haven't been done before; avoid "bigger and badder" copies of existing ones.

Ripana Maslo crept through the muck as quietly as she could, but the slorp sound every time she dragged her foot from the ooze seemed to echo through the swamp. It didn't worry her much, though; her prey had bad hearing.

A sharp twittering noise came from over her right shoulder, and she spun to see the vague outline of Doras in the mist. He imitated the fleepa *call again, and this time there was a response. Ripana caught it out of the corner of her eye: the slime parted in a "v" pattern, heading toward Doras.*

She hefted her stun rod and imitated the croak of the groak *toad. Doras was alerted and would be ready. She waited for the moving ripple to pass, then sprung forward, plunging the rod down into the muck.*

An electric charge lit up the scene as a meter-thick eel spasmed up from the slime, splattering green ooze all over Ripana. But the creature posed no threat as it flopped back down, paralyzed for the next few minutes.

Ripana lost no time calling for Doras and the others, and they came sploshing over with the restraints.

"Good job, Ripana," Doras said as the crew lifted the brogan'boras *from the muck and began carrying it back to the colony compound. "If it had escaped into the ecosystem before our terraforming was complete, who knows what havoc it could have caused to the local balance."*

Ripana smiled. Little victories like this were few and far between on Yman IV. Years of hard toil to turn this swamp world into a livable colony were nearly at an end, however, and she was glad her efforts formed an important part of their new home...

ANIMALS IN STAR TREK

Intelligence may be overrated. Certainly the vast majority of species in the galaxy manage to get along without it. For every planet with intelligent life, there are dozens inhabited only by nonsentient creatures. Animals play important roles in some *Star Trek* episodes, and can do the same in your *Star Trek* roleplaying adventures.

Despite the popular notion that Starfleet personnel spend all their time in the confines of space stations or starships, they actually run into animals more often than most city-dwellers on 20th-century Earth. Characters can encounter creatures in a variety of roles. These categories are not rigidly defined, however. It is quite possible for a creature to be both a pet and a guardian, or a symbol and a source of food, or all four at once.

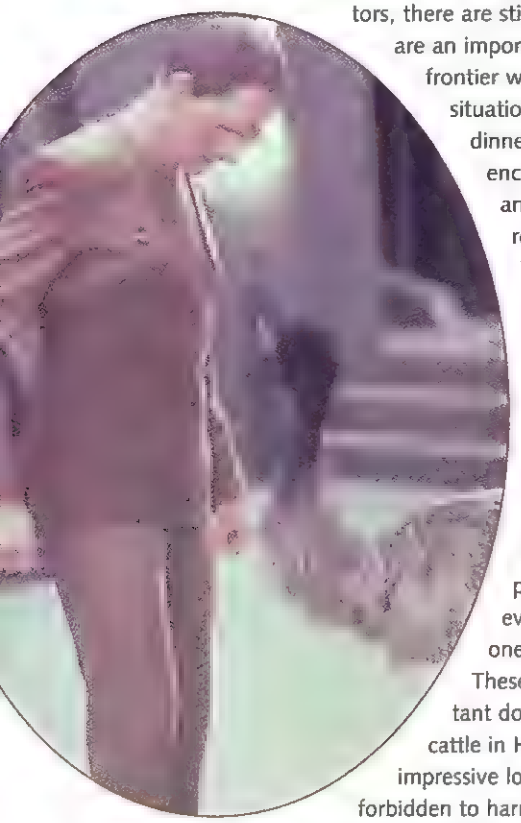
Pets

Most humanoids enjoy the company of animals, so pets are fairly common in the *Star Trek* universe. Pets are generally harmless creatures, although one cannot depend on this—consider the Vulcan *sehlat*, a frequent companion of small children even though it is armed with six-inch fangs.

Beasts Of Burden

Animals are the oldest and most reliable form of transportation, still used on many worlds. Characters may find themselves using native animals to get around. Riding animals is also a popular form of recreation, either on planets or in a holosuite.

Food Animals



Although most meat comes from replicators, there are still places where animals are an important source of food. On frontier worlds or in emergency situations, being able to catch dinner can make the difference between starvation and survival. Hunting has recreational and cultural importance to many races. And some foods just can't be replicated—Klingon *gagh* is best when served live.

Symbols

Animals can have tremendous symbolic power. Many cultures—even starfaring ones—have sacred animals. These are generally important domestic animals (like cattle in Hindu religion) or impressive local predators. It may be forbidden to harm or consume certain creatures. Conversely, it may be necessary to slay a sacred beast as part of a ritual. Often creatures with symbolic importance are rare, and problems can arise when tradition conflicts with conservation. Sometimes what appears as a symbolic custom is actually important to a species' survival.

Threats

Animals can be quite dangerous. Explorers on strange new worlds often have to protect themselves from hostile creatures and, sometimes, advanced weapons are no help. Animal threats break down further into two subcategories—predators and guardians. Predators are naturally dangerous animals, acting out of instinct. Often characters can learn enough about a predator's habits to evade it without a fight. Guardians are animals trained by intelligent beings to fight. They are much more aggressive than wild predators, and may even know how to fight armed opponents.

Using Creatures in Stories

The part a creature plays in a story may not be the same as the role it fills in "real life." Narrators who want to use creatures should have a reason to put them into the story. The characters all have motivations; so should animals. A Narrator who wants to run a spooky adventure about tracking a dangerous beast through a space station's maintenance crawlspaces should consider what the animal is likely to want. Is it hungry? Looking for a place to lay eggs? Just trying to hide? Animals seldom have complicated motives—their behavior can be subtle and complex, but the root cause is usually either food or reproduction.

Here are a number of story uses for creatures:

Local Color

While it may seem trivial, creatures are a useful way to give players the feeling they are exploring strange new worlds. If a scientific team exploring worlds in the Gamma Quadrant encounters knights in armor on horseback, the story may seem trite and boring. Put the knights onto giant eight-legged reptiles, and it's new and exciting. Creatures can be as exotic as the Narrator wishes.

Comic Relief

Creatures are also a great source of comic relief, especially in a *Star Trek* setting. Generally, the characters exist in a rational, technological world. They follow orders. Their space stations and starships are all clean and shiny. They are (or try to be) dignified. Animals can be irrational, disobedient, and messy, and are an excellent way to puncture a character's dignity. Imagine Lieutenant Commander Worf trying to catch a runaway pig in Ops on Deep Space 9, and you've got an idea of the comic possibilities of animals.

The MacGuffin

Alfred Hitchcock coined the term "MacGuffin" to mean the object everyone in a story is trying to get. Often the MacGuffin doesn't actually do anything except serve as motivation for the heroes and villains—a creature with strange properties like the interphasic organism, or a rare creature like the Horta. Not only do the characters have to worry about their Human adversaries, the animal may also not want to be found. It may have a delicate metabolism or require special care—hard to provide when the characters are fleeing a band of Ferengi mercenaries. Symbolic creatures or beloved pets of important people are good MacGuffins to chase after.

Puzzles

Narrators can use a creature as the focus of a scientific puzzle the Crew must unravel. One way to come up with an intriguing biological puzzle is to see the section on designing creatures below, and then come up with an organism that seems to violate the rules of ecology or physics. The players must find a logical explanation. For example, suppose a new colony in the Gamma Quadrant is under siege by local predators. The beasts swarm out of the jungle, attacking the colony like a hostile army. Anyone leaving the colony's force field barrier is instantly attacked. Such behavior is very unusual, and the characters eventually discover the colony site occupies the creatures' spawning ground. The colonists need only move aside long enough for the animals to breed, and they will leave the colony alone.

Monsters

Probably the most common use of animals in a *Star Trek* adventure is as "monsters." Dangerous creatures can be the main opponent in an adventure, or just a "plug-in" encounter in the course of a larger story. In many cases a "monster" can pose a puzzle; the focus of the story isn't on killing the dangerous creature but on figuring out how to avoid it, or learning what its weaknesses are.

Red Herrings

Creatures can also serve as "red herrings"—a distraction or diversion from the main plot. If the Away Team is searching for a band of Klingon renegades in dense woods, that rustling in the underbrush could be a warrior ready to attack—or just a mother rootbeast and her young. Alternatively, a creature could be blamed for what is actually the work of the villains. Since animals cannot speak, there is no way for an accused creature to deny responsibility.

The Creature Template

Creatures in the *Star Trek* roleplaying game are described using the Creature Template. It is similar to the format used to present characters. Of course, creatures—like characters—are more than just sets of Attributes and Skills.

Creature Attributes

Creatures have five basic Attributes, just like player characters. The chief difference between creature Attributes and character Attributes is creatures don't have an Intellect score, but instead use an Attribute called Instinct. Otherwise, creature Attributes are the same as those for characters.

Fitness

Fitness measures a creature's strength and stamina, just as it does for characters. For most creatures Fitness won't be more than 3 or 4—humanoids are actually rather exceptional in their stamina and endurance limits. Large animals, however, get enormous bonuses to their Strength Edges (see "Size," below).

Coordination

For creatures, the Coordination Attribute measures body agility and speed, rather than fine manipulation. Only if a creature is described as having hands (or some equivalent) can a creature's Coordination be used for tinkering. Some creatures may have a low overall Coordination but be very dexterous manipulators—the elephant is a good example, with its agile trunk.

Presence

A creature's Presence is usually based on its size, as described in the section on "Designing Creatures," below.

Instinct

Instinct is the measure of a creature's cleverness. The difference between creatures and characters is the ability to reason abstractly—if an organism is sentient, it's a non-player character. A creature's Instinct measures how well it copes with new situations and learns from experience. Creatures with a low Instinct tend to act in very predictable patterns, almost like machines. Smarter ones adapt quickly to strange situations. Animals with "preprogrammed" behavior patterns, like ants or dung beetles, have an Instinct of 0. Very clever creatures verging on sentience have an Instinct attribute of 5.

Psi

Most creatures have no psionic ability, and so have a Psi rating of 0 unless otherwise noted. Psi powers are described in the section on "Anomalies," below.

Creature Edges

Just like humanoid characters, creatures can have normal edges in their Fitness, Coordination, Presence and Psi Attributes. The Instinct attribute replaces Intellect in characters with an edge unique to creatures: Ferocity. Perception remains as the second Instinct edge.

Creatures are often highly specialized, and so the possible range of edges is greater than humanoid norms. A creature's Template description lists its possible edge ranges.

Creature Templates

Use the following traits to describe creatures:

Name: Obviously, this is what the creature is called; it can be either a species name, like "black bear" or "Klingon *targ*," or the creature's individual name.

Type: Species, breed, and so forth. You may also list whether the creature is a mammal, reptile, or fish, but this is usually necessary only if it is new or weird life-form, such as a silicon-based animal.

Size: The creature's mass in kilograms and its longest dimension in meters.

Form: Form describes the creature's basic body plan, how many limbs the subject has, any notable features, and its overall appearance, preferably described in one sentence.

Attributes: Includes any Edges.

Special Abilities/Unusual Skills: Features such as night vision, sonar hearing, broad-spectrum eyesight, and the like. Rules for using these unique exceptions should be included.

Weapons: Usually an animal's natural weaponry, such as teeth, claws, or a poison stinger. This section provides the creature's skill with its weapons and the damage each weapon inflicts. Animals with high Instincts (4-5) may occasionally adopt "found" tools—a chimp may pick up a fallen branch to use as a club, or throw a rock.

Description and Additional Notes: Anything else useful for describing the animal's traits or behavior, such as "Andosian snakes only attack moving targets."

Designing Creatures

The most important question to ask before designing a creature is: What is its purpose in a scene or episode? Is it there to guard a treasure or important person? Has an alien scientist loosed it on the Crew to test their mettle? Or is it meant to evoke smiles by bounding over to the Crew to lick their hands and faces?

Whatever the purpose, the creature should physically represent it. If it's there to pose a threat, it should have vicious natural weaponry (unless its tactic is to *appear* harmless before pouncing). If it's meant to convey that the Crew has beamed into paradise, perhaps a flock of brightly colored songbirds is more appropriate. However, if it is meant to signal a decaying world, a glimpse of something horribly wrong—a mutated songbird, for instance—may be required.

Creatures should not just randomly drop out of trees; there should be a dramatic reason for their appearance, even if it is only to display verisimilitude—to build up the believability of an environment. Verisimilitude in *Star Trek* is just as important as it is in literature; the more details one can muster to describe a scene to the players, the more real that scene becomes in their minds. A new and unknown animal is one of the most visually captivating ways to grab a player's attention.

Toward this end, creatures should be believable, although they can still be baffling and seemingly incomprehensible at first. The cues guiding these animals' instinctual behaviors may be hidden, but they should not be nonexistent. Indeed, you can build the core of a *Star Trek: Deep Space Nine RPG* episode around puzzling out the clues of a creature's behavior. While it may take the Crew a few hours to figure out why that strange beast is stalking them, once they realize the rock sample the doctor placed in his medical bag is the creature's egg, they can rectify the situation without violence.

The following section gives helpful categories for designing creatures and adding believability without offending science—although in *Star Trek*, the vast universe displays more exceptions than rules. Don't be afraid to stray from these guidelines; they're here to give the whys and wherefores of natural life as far as we know it, not to chain imagination to unbreakable laws. However, realizing why a creature breaks the so-called laws of nature can help fend off any player's disgusted whine of, "It's a herd animal! It can't act on its own!" to which the Narrator replies, "Maybe you should check your tricorder logs ...", since he knows the Icaran grass-stomper is descended from a chasing hunter animal and still bears some of its ancestor's defensive instincts.

Biology

Biology is a vast and complicated science; there's no way to boil it all down to a chapter in a roleplaying game. Fortunately, some rules of thumb can help you design creatures. Besides the story considerations listed above, the Narrator should make three decisions about his alien beast:

- *What or how does it eat?* This determines a creature's role in its environment, and thus is a major clue to its role in a story—a pouncing hunter is more likely to be a threat to the Crew than a pet. A creature's feeding strategy in its particular environment can help answer the following two questions:

A Sample Template

To show how to use the Creature Template, here is Banshee, the pet cat of Miles O'Brien's daughter, Molly.

Name: Banshee

Type: House cat

Size: 5 kilograms, 0.5 meters long

Form: Four legs, two eyes, large ears, furry skin

Attributes: Fitness 3 (Strength -2), Coordination 5, Presence 1, Instinct 3 (Perception +3)

Special Abilities/Unusual Skills: Cats have excellent night vision; defined as the Night Vision (+2) Advantage.

Weapons: Bite and claws (do 1 point of damage each)

Description and Additional Notes: Banshee is Molly O'Brien's pet cat. She is a small mammal who lives on a diet of cat food, table scraps, and occasional insects. Like most house cats, Banshee spends a great deal of time sleeping. Molly named her after the wailing ghosts of Irish legend (scary stories her father told her) because she "meowed" loudly and a lot as a kitten.

- *How big is it?* A pouncing hunter in a world of large, armored grazers also needs to be large, as its solitary tactics are useless if it can't take down prey. Chasing hunters don't need to be as big, since a pack of them can gang up on their meal. Likewise, grazers—the usual prey for predators—need to be long-legged and fast so they have a fighting chance against their attackers.

- *Is it warm-blooded?* This final question gives an idea of the creature's range in its habitat and its hunting times—cold-blooded reptiles get sluggish in the cold night of a desert, for example.

Pretty much everything else about a creature can be determined on the basis of those three questions. After that it's just a matter of filling in the details. More scientific issues are covered further down. Note this discussion is mostly concerned with animals on Earthlike worlds; more alien types of organisms are in the section on "Anomalies," below.

Feeding Strategies

How a creature makes its living affects nearly everything about it. For the purposes of the game, we can divide organisms into six categories, based on what they eat. These classifications are simplified, but they cover the main strategies used by living things to keep fed.

They also provide some idea of the various roles such animals can fill in a story. That monkey-like animal who ran off with Ensign Barnhardt's tricorder is probably a gatherer; following it back to its tree-top roost reveals a treasure-trove of cultural items it stole but threw to the ground when they proved to be inedible. Among the detritus is the alien data chip the Crew is looking for.

Filters

Filters are the "couch potatoes" of the animal kingdom. They let the food come to them. Obviously a filter needs to live in a fairly rich environment—on Earth most of them live in the ocean, which is just a soup of nutrients. Oysters, sponges, and clams are all ocean filter creatures. There are a few filters that don't live in the sea, however. Spiders use their webs to sieve the air. Filters can't afford to be picky about what they eat, so most of them have digestive systems capable of handling a wide range of foods.

Most filter feeders are fairly small, limited by the amount of food available. In a very rich environment they can get to respectable size—sponges in tropical waters can be humanoid-sized or bigger, and clams can get up to a meter across.

Since filters don't move around much, the main danger they pose is catching a character unaware. Many of them have defenses to ward off bigger creatures. Oysters and clams use their hard shells, but spiders and jellyfish arm themselves with poison. Alien filter creatures might use spines, electric shocks, or other exotic defenses.

It doesn't take much intelligence to sit in one place and eat whatever drifts into your mouth. Filters generally have an Instinct rating of 1. Presence is unlikely to be more than 1. Fitness can be fairly high, but only for specialized tasks: Oysters can't move at all, but they are very good at keeping their shells closed when predators are about. Coordination is low, but filters with some sort of "trap" defense might have a high Reaction Edge.

Grazers

Grazers consume food that is constantly renewed, like grass or leaves. In the ocean, whales eating krill are essentially grazing. Often these food sources are energy-poor, so grazers have to make up for it by eating constantly. They don't have to hunt down food or subdue it; they just shovel it in as fast as they can.

Warm-blooded grazers tend to be big, because a large creature can extract energy from food more efficiently, and because small mammals need high-energy food to keep their temperature up. Cold-blooded grazers can be any size, from dinosaurs on down to mites.

In rich surroundings, grazers can live in great herds, sometimes with thousands of members. Harsher environments tend to produce solitary grazers. Animals living in herds tend to be protective of their young, and males may defend their mates against rival males, but their main defense against predators is speed and numbers. Solitary grazers, on the other hand, tend to be tough and territorial, ready and able to take on all comers.

Few grazers are very smart. They typically have an Instinct attribute of no more than 2 or 3. Solitary grazers tend to be brighter than herd animals. Presence is low in small grazers and most herd creatures, although the creatures may have a substantial Edge in Perception. Big male herd animals can have a decent Presence in order to intimidate rivals during mating season. Coordination and Fitness are about average for a grazer's size.

Gatherers

Gatherers are pickier than grazers. Instead of eating large amounts of poor quality food, they spend the time looking for foods rich in energy. The effort is greater, but so is the payoff. They are generally smaller than grazers, and more active and intelligent. They may be quite clever at getting food, with sharp beaks or agile paws to open tough fruit, or else keen senses to locate hidden delicacies. Gathering herbivores sometimes eat small insects or scavenge dead animals as well. Because their food may be hard to find, they are often solitary, or live in small groups. The plants they feed on may have chemical defenses, so gatherers need specialized digestive systems. Some species eat only a specific part of one kind of plant, like the koala.

Mineral-eating organisms like the Horta are similar to gathering herbivores in their habits. The minerals they consume are rich in energy, but it takes a lot of searching to find useful veins of ore.

Gatherers can have an Instinct attribute of 3 to 5, and frequently have special abilities related to finding food. Their Presence is usually proportional to their size—a small gatherer like a mouse has a very low Presence, but apes can be fairly

imposing. Most gatherers have a good Edge in Perception. Gatherers have an average Fitness, but tend to have low to average Vitality. Coordination tends to be either very low or very high. The slow ones have some kind of natural defenses, or else breed very quickly.

Scavengers

For game purposes the term "scavengers" covers all carnivores which live on helpless prey or food that cannot fight back. Vultures are scavengers, and so are anteaters. They are much like gathering herbivores, in that the main problem facing a scavenger is where to find food. It may take a little time and trouble to get the food, but its meal isn't going to fight back. Often scavengers moonlight as gatherers when there isn't any meat to be had.

In game terms, scavengers follow the same pattern as gatherers: fairly good Instinct, Fitness, and Presence proportional to size, and either very low or very high Coordination. They are more likely to have claws, sharp teeth, or other natural weapons.

Pouncing Hunters

Pouncers lie in wait for prey to come by, then attack suddenly. They can move very fast for short periods, but can't keep up a long chase. Cheetahs, alligators, and the Vulcan *sehlat* are pouncers.

Because it's hard to coordinate several simultaneous attacks, pouncers are frequently solitary. Sometimes they work together in small groups, with one or two acting as "beaters" to drive the prey toward a designated killer lying in wait. Characters attacked by a pouncing carnivore are likely to have a brief but intense fight on their hands. If the creature doesn't win right away, it is liable to give up and go elsewhere in search of easier pickings.

Pouncing carnivores have some of the most effective natural weapons anywhere. They use teeth, claws, poison, or constriction; a few are able to swallow their prey whole. The idea is to kill or incapacitate the prey quickly—before it can escape or fight back.

A pouncer is likely to have a pretty good Instinct, at least 2 or 3. Those working in groups often have an Instinct of 4 or 5, because of the need to communicate and coordinate attacks. Dolphins are an example of clever pouncers who work in groups. Pouncing hunters are likely to have an Edge in Ferocity, to reflect the sudden, devastating nature of their attacks. Fitness is good, with an Edge in Strength, although pouncers generally don't have a particularly good endurance. Coordination can be very high, with good Edges in both Agility and Reaction. Carnivores can add 1 or 2 to their basic Presence, since they don't have much to be afraid of. They often have a good Edge in Perception.

Chasing Hunters

These creatures put the most time and effort into getting fed. They don't make as many attempts to catch prey as pouncers do, but their attempts almost always succeed. Chasers keep after a prey animal for hours or even days at a time, wearing it down until the hunters can make the kill.

While speed is useful, stamina is the key for chasing hunters. Even a fairly slow creature like the Komodo dragon can make a living as a chaser because it can keep tracking its prey for days at a time. Most creatures don't have much stamina, but chasers are the endurance champs. A horse that gallops twenty miles at top speed will die, but a humanoid can run a marathon ¡ for fun. That's because humanoids are descended from chasing hunters.

Chasers often work in packs. They can have sophisticated methods of communication, and often have an elaborate dominance hierarchy within the group. The combination of persistence, social structure, and the ability to plan and carry out complex tasks means chasing hunters are among the most intelligent of creatures. They can have very high Instinct ratings, verging on sentience. Often chasers have Edges in Ferocity and Willpower. As a rule, chasers aren't as well armed as pouncers. Their attacks don't have to be instantly lethal.

Because chasers invest a lot of effort in making a kill, they don't give up easily. Characters who find themselves being hunted by chasers will have a difficult time—they may be able to drive the creatures off for a while, but they'll keep coming back.

Chasing hunters usually have a big Edge in Vitality, and a pretty good Coordination. Those operating in groups may have a high Presence and Instinct. Solitary chasers aren't as bright, with a low Instinct supplemented by a big Edge in Ferocity.

Size

Humanoids are among the largest living things. The vast majority of organisms are too small to see. Since heroic battles against protozoans aren't very exciting, most creatures character encounter are likely to be large.

A creature's size determines much of its basic physical abilities. In general, creatures have the same Attribute ranges as humanoid characters—1 to 5. Where size makes a difference is in Strength and Presence.

The basic Fitness for creatures is generally about the same as for humanoids, no matter what the creature's size. Most creatures have about the same degree of stamina and resistance to disease, usually 3 or 4. What size does give animals is an enormous Strength Edge. The table below shows how much of an Edge size provides.

Presence is more a function of a creature's relative size than its absolute mass. The table shows the basic range for a creature's Presence based on its size.

Coordination does vary with size, but in an odd way. Generally small creatures are faster and more agile than big ones, but large animals can outrun smaller ones. Rather than indulge in lots of game mechanics, simply assume that a large animal's Coordination refers to its running speed while a small animal's score reflects its superior agility. Very few animals have hands, so a creature's Coordination score should be considered 1 for any task involving fine manipulation.

Metabolism

Living things are walking bundles of chemical reactions. These reactions slow down when it gets cold. There are two ways to handle that problem. Cold-blooded creatures (known as "ectotherms") ignore it, and just get sluggish when the temperature drops. Warm-blooded creatures ("endotherms") have an internal thermostat and burn energy to stay warm. There are advantages and disadvantages to both strategies. Cold-blooded creatures are vulnerable in chilly weather, and this limits the range of habitats where they can survive. Note that big cold-blooded creatures are a lot more resistant to cold than small ones. Warm-blooded creatures can stay active no matter how cold it gets, which gives them a big advantage. The drawback is that they have to keep eating to fuel their roaring metabolic rate.

In game terms a cold-blooded creature's Coordination is likely to be low, and in cold weather Coordination is halved. They get a Vitality Edge of 1 or 2 because they don't need to eat as often, and are generally more durable.

Ecologies and Environments

Creatures never exist alone. All animals are part of an ecology—a whole system of plants and animals. When designing a creature, the Narrator should give at least some thought to the entire ecosystem in which it lives. Ecologies vary depending on the conditions. In an environment rich in energy and resources, the ecology will be very complex, with dozens or hundreds of species existing together. Rich ecologies can support very specialized creatures. Harsher environments have simpler ecologies.

On most Earthlike worlds, plants form the basis of all ecologies. They turn energy and raw materials into food, and their production supports other living things. Not all plants get their energy from sunlight. Bacteria in Earth's deep ocean vents get their energy from chemical reactions. Fungi and some bacteria get their energy from the decay of other living things. On alien worlds plants could tap magnetic fields, radioactivity, volcanic heat, or lightning. The source isn't as important as the fact that all systems must have some outside source of energy. This is the fundamental question any Narrator should consider when creating an ecology—where does the energy come from?

Herbivores live on plants. Even the most efficient herbivores require a lot of plants to support themselves. In a rich environment an herbivore needs roughly ten square meters of grazing space per kilogram of body mass. Since different species tend to eat different things, most creatures have larger territories than this, and share the plant production with other animals. So a square kilometer of African savannah might support two elephants, ten giraffes, a hundred gazelles, and thousands of mice, birds and insects.

Carnivores eat the herbivores. It takes about a hundred kilograms of herbivore to support one kilogram of carnivore, so that slice of Africa might support a couple of hyenas, a cheetah, and maybe a crocodile. Carnivores are scarce, so if your characters keep encountering big fierce animals, something is definitely wrong with the ecology—which could be the Crew's clue to a major story point, leading them to the ancient alien zoo from which the animals are escaping, for example. With their captors long gone and the advanced force fields guarding their environments now decayed, havoc rules.

Size Table

Size (kg)	Strength Edge	Presence Range
10 or below	-4	1
25	-3	1-2
50	-2	1-3
70	-1	1-4
100	None	1-5
200	+2	2-5
500	+6	3-6
1,000	+10	4-6
5,000	+40	5-7
10,000	+60	6-7

The Details

There are a number of other details besides story concerns and biologic niches the Narrator can use to flesh out his creatures:

Appearance

A creature's appearance is up to the Narrator. In general, Earth animals are a good guide to follow—a fast-running creature needs long legs, a burrower needs powerful claws, and so on. Alien creatures can have extra limbs, multiple eyes, and weird coloration. Except for features evolved to attract the opposite sex, most animals are pretty functional. Narrators should have some idea why their animals have various features.

Senses

Animals tend to have the senses that work best in their natural surroundings. Earth's atmosphere is transparent to certain wavelengths of light, and those are the ones we use to see. In different atmospheres the local life forms might use different frequencies.

Note that some senses are impractical. A creature using radio waves instead of visible light to see would need eyes the size of radar antennae. Dolphins and bats use sound to locate prey, but rely on their eyes when closing in for the kill. Chemical senses like taste and smell are good for tracking and sniffing out predators, but lousy for targeting a leap or avoiding a pitfall.

ANIMAL WEAPONS AND DEFENSES

Animals on Earth have an incredible variety of devices to kill prey and keep from being killed. Alien creatures might add a few new items to the arsenal. Narrators are encouraged to come up with their own ways for creatures to commit mayhem.

BITING

Any attack relying on sharp edges and pressure is a bite. A dog's teeth, a bird's beak, and a crab's claws are all forms of biting attacks. The basic damage from a bite is equal to the creature's Strength. If the teeth, beak, or pincers are especially sharp or long, the Narrator should add +1d6 or more to the damage; teeth tend to do more damage than beaks or pincers.

HITTING

There's a tremendous mechanical advantage in swinging a club, and animals with long limbs can use them to attack. A humanoid's punch, a horse's kick and a dinosaur's lashing tail are all methods of hitting. The basic hitting damage done by an animal is a number of points equal to its Fitness + Strength. If the creature is using a particularly long limb, otherwise gaining leverage, or using a limb that is hard, bony, or spiked, the Narrator should add +1d6 (or more) to the damage.

SLASHING

Hitting is even more effective if there's something sharp on the end of the limb. A tiger's claws, a squid's hunting tentacles, and the barbed tail of a stegosaurus all are ways to slash. Small claws like a housecat's only do 1 point of damage. For most small animals, this is all the damage they can do with claws. Big claws like those of a lion or an eagle do 2+1d6 damage; really huge claws do 3+2d6 (possibly more, for extremely large animals). Die rolls are modified by Strength.

CONSTRICTION

If a creature is flexible and strong enough, it can squeeze its enemies to death. Some creatures, like certain snakes, rely on constriction as their primary attack. For others it is a way to hold prey for a bite to finish the job. Constricting attacks do the creature's Strength in damage every round until the victim can get loose. Escaping from a constriction attack requires an Opposed Test of either Coordination or Fitness + Strength against the constrictor's Fitness + Strength.

RAMMING

A good-sized animal can use its entire body as a weapon, using speed and mass to slam into enemies. Armored creatures often use this method. Damage from a ramming attack is a number of points equal to the creature's Fitness + Strength, plus damage based on the creature's velocity (+1 point of damage for every 10m moved in the charge).

HORNS

Just as claws make a hit into a slash, a sharp horn can turn a ram into a deadly weapon. On even a moderate-sized animal, horns can do immense damage. Calculate the damage as for ramming, with a bonus of +1d6 for curling ram-type horns, +2d6 for long pointed horns, and +3d6 for antlers.

SPECIAL WEAPONS

Besides hitting and biting things, animals can deploy a formidable range of unconventional weapons. Poisons are very common; they range in damage from mild ones which only do 1-2 points of damage to almost instantly fatal to nearly any creature (roughly 30+10d6 damage, if a roll is even necessary). Electric shocks are not unknown, and can be very powerful, doing enough damage to kill a foe of comparable size (15+8d6 is a good average for creatures capable of harming a humanoid).

ARMOR

To protect themselves from all these assorted methods of doing damage, many animals have some form of natural armor. Animal armor is usually fairly heavy, so armored creatures tend to be slow. Only very large animals can carry decent protection without much of a penalty.

A thick hide, like that of an alligator or an elephant, provides 3-4 points of protection. On creatures less than 100 kilograms, a thick hide makes it impossible for the animal to have an Edge in Agility.

Harder armor, like that of an armadillo or a turtle, gives the creature 5-8 points of protection. Animals with an armor shell can't have a Coordination of more than 3. Creatures with a shell typically respond to danger by pulling in their extremities and waiting for the enemy to go away.

The heaviest armor is that of giant land tortoises or the armored dinosaurs. The animal has a protection of 9-12, but its Coordination cannot be more than 2. Nothing smaller than 100 kilograms can carry this kind of armor at all.

ANOMALIES

The galaxy has a vast number of planets, home to an amazing variety of living things. While the guidelines given above are probably true everywhere, there are bound to be exceptions to every rule. Explorers and colonists have run into all kinds of strange life forms.

WEIRD CHEMISTRIES

Humanoids, and most other starfaring species, are carbon-based life, with metabolisms based on oxygen respiration. This is the most common chemical basis for life, but by no

means the only one. Silicon-based life uses silicon in place of carbon to form large complex molecules as the basis for life. The Horta and the Crystalline Entity are examples of intelligent silicon life. Silicon life tends to arise on very hot planets, and silicate organisms sometimes feed directly on minerals.

Other biochemistries exist based on ammonia or liquid methane in place of water. These usually require cold temperatures. Organisms cannot eat food based on a different biochemistry—a methane-based creature can't consume water-based prey. Unfortunately, animals don't know that, and an explorer who is eaten by an alien carnivore can't really take much comfort from knowing that he's likely to give the beast a bad case of indigestion.

ARTIFICIAL LIFE

Evolution is not the only way species change. Manipulation by scientific means can give creatures abilities or behaviors not found in nature. These can be as simple as gelding a stallion, or as advanced as implanting computers to create cyborg animals. Modified creatures are sometimes encountered as guardian beasts or living weapons. They may have increased intelligence, faster reflexes, superior senses, or even hidden weaponry. Particularly when they are designed for covert operations or assassinations, modified animals may look perfectly normal.

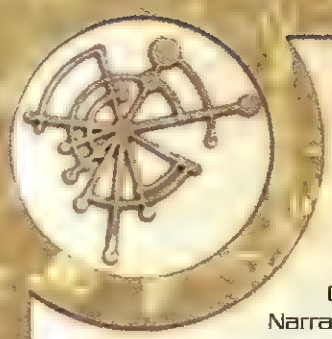
The dividing line between machines and living things is not entirely clear. There are several cases in the 24th century of advanced machines being recognized as lifeforms under the law, including the Exocomp work drones and a strain of sentient nanites. The technologies of genetic engineering and nanotechnology are gradually converging, and eventually the distinction between living things and machines may become meaningless. Nonsentient robots capable of reproducing would effectively be a form of mechanical life, and would be treated as creatures.

WEIRD ENVIRONMENTS

Naturally, most animals are encountered on planets. But planets are not the only place where life has evolved. Explorers have found organisms living on stars, in nebulae, and in deep space. The original *U.S.S. Enterprise* commanded by Captain Kirk encountered a giant space-dwelling amoeba, and the later *Enterprise-D* under Captain Picard discovered several different kinds of space-borne life. Space-borne life-forms tend to be quite powerful—often more than a match for a space station or starship! Aggressive ones can be a serious threat both to ships and inhabited worlds, and even peaceful creatures can be dangerous if they mistake ships for natural enemies or food sources.

PSIONICS AND OTHER STRANGE POWERS

Psionic powers are uncommon on Earth, but many creatures encountered by Starfleet explorers show signs of psionic ability. An organism does not have to be intelligent to be psionic. Creatures with psionic powers tend to have one very specific ability—illusion generation or a psychic attack, for example. Psionic creatures are frequently predators, using their powers to capture prey, but there are also otherwise harmless animals with psionic defenses.



THE PHASER PROBLEM

One problem the Narrator is likely to face in designing creature encounters is the issue of firepower. Starfleet personnel armed with deadly energy weapons can be rather casual about even the most dangerous animals. "A charging Tyrannosaur? No problem. I set my phaser on kill."

There are ways to get around this difficulty. First of all, you can't disintegrate something if you can't see it. A stealthy creature moving in complete darkness, or a burrowing monster suddenly erupting from the ground beneath the Crew's feet, can both strike before the characters can react. Unseen opponents are a great way to generate suspense.

Alternatively, a creature may be immune to energy weapons. The Narrator should think of a plausible reason for such an extraordinary ability. Does the planet have frequent natural energy discharges? Is there some other native organism with electrical defenses? Or has the creature been artificially modified? Immunity to phaser fire should be exceedingly rare; if most organisms are immune to energy weapons, the players may start wondering why Starfleet doesn't issue them crossbows or pointed sticks instead.

A subtler method is to make use of the limitations of energy weapons. A beam weapon is good against a single large target like a person, but not nearly as effective against a swarm of tiny flying insects (even set on wide-beam, it won't be able to get all of them at once).

One thing Narrators should avoid is making all alien creatures into super-deadly killing machines. A creature can be dangerous without being ridiculously lethal. If possible, give the players some way to resolve the situation without having to fight. They may not pick up on the clue, and choose to go for the slugfest instead, but the option should be there. That's the *Star Trek* way of doing things.

Other amazing powers found in creatures include "phasing" abilities (the ability to pass through seemingly solid matter), teleportation, energy absorption, and even limited time travel. Many of these powers may be partly psionic.

Energy Beings

Of course, life doesn't have to be made of matter at all. Energy beings, composed of complex but stable patterns of energy, are surprisingly common. They can be found on planets or in deep space. It is difficult to study energy creatures because most of them live in extremely hostile environments, and the creatures themselves are usually very powerful. There may be as many kinds of energy beings as there are species composed of matter. The existence of beings like the Q suggests that it may even be possible for material species to evolve into energy beings.

Even more bizarre than energy creatures are beings inhabiting entirely different dimensional planes. Organisms have been found living in subspace, in higher dimensions, and in parallel universes. The physical laws in such domains are very different from those of our space, and their inhabitants often have remarkable abilities.

Creature List

These creatures could all appear in a *Star Trek: DS9 RPG* game series that includes space station Deep Space 9 or the Bajor Sector. A few old favorites are missing—there really isn't much point in having stats for a tribble, for instance. A ball of fuzz is a ball of fuzz.

Bajoran Kelrast

Type: Pouncing Hunter
Size: .3 meters long; approximately 3-6 kilograms
Form: Lapine mammal with short ears, long legs, and broad paws.
Attributes: Fitness 3 (Strength -3), Coordination 4, Presence 1, Instinct 2
Base Movement: Run 15/35
Special Abilities/Unusual Skills: None
Weapons: Fangs 3
Difficulty: Moderate (6)
Damage: 1 + 1d6
Description and Additional Notes: The Bajoran *kelrast*, or "fanged rabbit" as some Humans call it, is a small creature with a slight resemblance to the rabbit of Earth. It has long, strong legs so that it can run swiftly, with broad paws making it easier to run on snow or soft ground. Although primarily subsisting on a diet of nuts, berries, and carrion, it is capable of hunting small animals. When hunting it operates in a pack, with up to half a dozen *kelrasts* acting as "beaters" while another dozen or so lie in wait to pounce upon the unsuspecting prey. They usually pose no danger to humanoids unless they are starving or it is their mating season, when they will attack any creature that disturbs them.

Bajoran Wolf

Type: Chasing Hunter
Size: Up to 1.5 meters long; 50 kilograms
Form: Bajoran wolves are four-legged canid mammals with large ears, noses, and eyes.
Attributes: Fitness 3 (Strength -3, Vitality +2), Coordination 3, Presence 2 (Willpower +2), Instinct 4 (Perception +4)
Base Movement: Run 12/30
Special Abilities/Unusual Skills: Extremely heightened senses (as reflected by their Perception)

Weapons:	Difficulty:	Damage:
Teeth 2	Moderate (6)	1+1d6
Claws 3	Moderate (6)	1+1d6

Description and Additional Notes: The Bajoran wolf (or *tuleras* in Bajoran) is a pack predator resembling an Earth wolf. It has reddish-brown fur, and its eyes, ears, and nose are all noticeably large for a creature of its size. It is nocturnal, and relies on its acute senses to detect prey, which

it can chase for miles if need be. *Tulerasi* are not normally dangerous to humanoids, and can be driven off by bright light or loud noises.

Cardassian Vole

Type: Scavenger
Size: .25 meter long; .5 kilogram
Form: Six-legged rodent with a pronounced snout and large ears
Attributes: Fitness 1 (Strength -6), Coordination 4, Presence 1, Instinct 3
Base Movement: Run 10/20
Special Abilities/Unusual Skills: None
Weapons: Teeth 2
Difficulty: Moderate (7)
Damage: 1
Description and Additional Notes: Well known to the inhabitants of the Bajor Sector as a pest and a nuisance, the Cardassian vole inhabits most civilized planets, space stations, and outposts in the sector, thanks to its habit of stowing away in cargo shipments and the like. Voles can become a dangerous problem on starships and space stations because of their attraction to electromagnetic energy, which leads them to chew through power cables. However, the Cardassians have harnessed the vole for entertainment purposes; fights between voles in small "pits" are a favorite sport of Cardassian gamblers (Federation worlds and stations forbid this practice as inhumane). Cardassian voles have small, sharp teeth and can deliver a nasty bite to anyone trying to pick them up.

Ferengi Giant Mud Eel

Type: Pouncing Hunter
Size: Up to 2.5 meters long, 12 kilograms in weight
Form: Snake-like fish with a long dorsal fin and a lamprey-like mouth.
Attributes: Fitness 1 (Strength +3 for constriction purposes), Coordination 2, Presence 1, Instinct 2
Base Movement: Swim 15/30
Special Abilities/Unusual Skills: Suck blood (see below)

Weapons:	Difficulty:	Damage:
Mouth 3	Moderate (6)	special[1]
Constriction 2	Moderate (7)	special[2]

[1] 1 point of damage per bite; thereafter it sucks 1d6 worth of blood from the victim until it is sated or the victim dies.
[2] 1 point of damage per round; requires an Opposed Test pitting the victim's Fitness + Strength (or Coordination) against the eel's Strength to break free.

Description and Additional Notes: The swamps, fens, and mud flats of Ferenginar are home to an astonishing variety of flora and fauna. Most of the animals are insects, arthropods, reptiles, amphibians, or invertebrates; only a few of them are large predators. The giant mud eel is an exception. It grows up to two and a half meters long and is able to kill humanoids. It lives on blood. Typically it lies underwater waiting for prey. When a large enough fish or other creature gets close, it lashes out, grabbing the victim with its mouth and wrapping its body around the hapless prey. It proceeds to squeeze the victim while using its lamprey-like mouth to suck blood. It continues sucking until it drains about four pints of blood and then, sated, lets go and swims away to sleep.

Karemman Beldarin

Type: Grazer
Size: Up to 4 meters long and 2 tons in weight
Form: Large quadrupedal mammal with greenish armor-like skin and a large, bony protrusion over its forehead.
Attributes: Fitness 4 (Strength +10), Coordination 2, Presence 4, Instinct 2
Base Movement: Run 10/20
Special Abilities/Unusual Skills: Athletics (Running) 1 (2); Charge (see below); Tough Skin (equivalent to Armor 5)
Weapons: Charge/Trample 4
Difficulty: Moderate (6)
Damage: 2 + 2d6
Description and Additional Notes: The *beldarin* is a large, grazing herbivore native to the grasslands and savannahs of the Karemma homeworld in the Gamma Quadrant. It is somewhat similar to the rhinoceros of Earth, a large mammal that charges creatures that disturb it. It has a pronounced bony protrusion over its forehead to protect it when it slams into a target; during its charges it can reach speeds of 20m per round. Its skin consists of greenish-colored thick, leathery plates, making it very difficult to hurt. Although capable of causing great damage and destruction (there are reports of *beldarins* charging into walls and buildings when enraged), for the most part the creature is docile and flees from things that frighten it; it charges only when angry or cornered.

Klingon Targ

Type: Gatherer
Size: Up to 2 meters long and 100 kg in weight.

Form: Furred porcine animal with one or two rows of spikes running down its back.
Attributes: Fitness 3 (Strength +1, Vitality +3), Coordination 3 (Agility +1), Presence 4 (Perception -2), Instinct 4 (Ferocity +2)
Base Movement: Run 10/25
Special Abilities/Unusual Skills: Athletics (Running) 1 (2)
Weapons: Spikes 3
Difficulty: Moderate (7)
Damage: 1d6
Description And Additional Notes: The *targ* is a well-known beast from Qo'noS, the Klingon homeworld. It resembles a large wild pig with a distinctive snout and a row of spines running down its back; it has brown, black, gray, or white fur. It survives by feeding on acorns, nuts, and similar high-energy foods it gathers from the ground or digs up. Vicious, ill-tempered animals, *targs* charge at the slightest provocation, attempting to rake targets with their spines. Heart of *targ* is a traditional Klingon dish; killing a *targ* is part of the ceremonies preceding a traditional Klingon wedding.

Tarkalean Hawk

Type: Pouncing Hunter
Size: Up to .5 meters long and 3 kilograms in weight
Form: Predatory bird with brownish plumage.
Attributes: Fitness 2 (Strength -5), Coordination 4, Presence 3, Instinct 3 (Perception +3 [visual only])
Base Movement: Flight (30 meters/round)
Special Abilities/Unusual Skills: Flight (35 meters per round); Dive (100 meters per round)
Weapons: Talons 4
Difficulty: Moderate (6)
Damage: 2 + 1d6
Description and Additional Notes: Native to the planet Tarkalea, but transplanted to many other worlds, the Tarkalean hawk is a beautiful and noble predator. When hunting, it typically circles in the sky, using its keen eyesight to look for mice, rabbits, and similar prey. When it spots a target, the hawk dives toward it at blinding speed, slamming into it with talons outstretched and snatching it off the ground.

STARFLEET CHARACTERS

Although the characters in the *Star Trek: Deep Space Nine Roleplaying Game* don't have to be Starfleet officers, they can be if that's what the players want to play. This Appendix presents Templates and Overlays for characters who grew up in the Federation and went to Starfleet Academy. For more information on Starfleet, please refer to the *Star Trek: The Next Generation Roleplaying Game* (which also has Background History stages and packages for Starfleet characters), *The Price of Freedom: The United Federation of Planets Sourcebook*, and other books from Last Unicorn Games.

STARFLEET TEMPLATES

ANDORIAN

Hailing from the frigid planet Andoria, the Andorians are characterized by their blue skin, snowy white hair and antennae. They tend to be violent and warlike, though they channel their aggressive tendencies into ritualized dueling.

ATTRIBUTES

Fitness 3 [6]
  Vitality +1
Coordination 2 [5]
Intellect 2 [5]
  Logic –1
  Perception +1
Presence 2 [5]
Psi 0 [5]

SKILLS

Any Science (choose Specialization) 1 (2)
Culture (Andorian) 2 (3)
History (Andorian) 1 (2)
Language
  Andorian 2
Primitive Weaponry (*Chaka*) 2 (3)
World Knowledge (Andoria) 1 (2)

TYPICAL ADVANTAGES/DISADVANTAGES

Excellent Hearing +2 (due to antennae), High Pain Threshold +2

BETAZOID

Betazoids are characterized by their telepathic abilities, enabling them to read most minds. Their strong ethics, however, prevent them from abusing their powers. Peaceful and altruistic, Betazoids typically become ship's counselors, doctors or ambassadors.

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
  Empathy +1
Psi 2 [6]
  Focus –1

Skills

Charm (Influence) 2 (3)
Culture (Betazoid) 2 (3)
History (Betazoid) 1 (2)
Language
  Betazoid 2
Receptive Telepathy 2
World Knowledge (Betazed) 1 (2)

BOLIAN

Native to the planet Bolarus IX, Bolians are distinguished by their light blue skin and a bifurcated ridge running down the center of their face. They tend to be dedicated to duty, working hard to prove their dedication to the Federation and Starfleet. Their ability to perform several tasks at the same time make them well-suited to almost any position in Starfleet.

Attributes

Fitness 2 [5]
  Strength –1
Coordination 2 [5]
  Dexterity +1
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Skills

Administration (choose Specialization) 2 (3)
Culture (Bolian) 2 (3)
History (Bolian) 1 (2)
Language
  Bolian 2
Social Science (choose Specialization) 2 (3)
World Knowledge (Bolarus IX) 1 (2)

Typical Advantages/Disadvantages

Ally +2 (or two Allies at +1 each), Multitasking +2

CENTAURAN

The natives of Alpha Centauri appear vitually identical to Humans, though the placement of their internal organs differs significantly. A highly spiritual people, they subscribe to a holistic approach, making them excellent scientists and artists. Quite often, people mistake Centaurans for Humans.

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
  Logic +1
Presence 2 [5]
  Empathy +1
Psi 0 [5]

Skills

Any Science (choose Specialization) 2 (3)
Artistic Expression (choose Specialization) 2 (3)
Culture (Centauran) 2 (3)
History (Centauran) 1 (2)
Language
  Centauran Prime 2
World Knowledge (Alpha Centauri) 1 (2)

Typical Advantages/Disadvantages

Sexy +2

TELLARITE

Stocky and vaguely porcine, the Tellarites are known for their engineering skill and argumentative natures. A Tellarite will debate simply for the enjoyment it gives him (though they do not, as a rule, question the orders of their commanding officers). They can typically be found serving throughout Starfleet, typically as engineers and scientists.

Attributes

Fitness 3 [6]
Coordination 2 [5]
  Reaction +1
Intellect 2 [5]
Presence 2 [5]
  Empathy –1
Psi 0 [5]

Skills

Any Engineering (choose two Specializations) 2 (3)

Culture (Tellarite) 2 (3)
History (Tellarite) 1 (2)
Language
  Tellarite 2
Persuasion (Debate) 2 (3)
World Knowledge (Tellar) 1 (2)

Typical Advantages/Disadvantages

Night Vision +2, Argumentative –1

VULCAN

Famous for their logic and lack of emotion, the Vulcans form one of the pillars of the Federation. Like the Betazoids, most Vulcans exhibit some form of telepathic ability, though they are better known for their curious natures and scientific achievements. Vulcans can be found serving in a variety of postings in Starfleet—from science to security.

Attributes

Fitness 2 [6]
  Strength +1
Coordination 2 [5]
Intellect 2 [6]
  Logic +1
Presence 2 [5]
  Empathy –1
Psi 1 [6]
  Range –1

Skills

Any Science (choose Specialization) 2 (3)
Culture (Vulcan) 2 (3)
History (Vulcan) 1 (2)
Language
  Vulcan 2
Mind Meld 2
Unarmed Combat (Nerve Pinch) 2 (3)
World Knowledge (Vulcan) 1 (2)

Typical Advantages/Disadvantages

Curious +1, Code of Honor (Vulcan) –3, Hides Emotions –2

Starfleet Overlays

These Overlays are intended primarily for characters who are members of Starfleet. However, in some instances other characters can use them, with slight adaptations. For example, a Bajoran security officer could use the "Security Overlay" to reflect his career by changing some of the Specializations to ones more appropriate to his background (Unarmed Combat: Boxing instead of Starfleet Martial Arts, for example). Each Overlay's primary Skills are in *italics*.

Remember that these Overlays reflect the high level of training afforded to members of Starfleet, and thus they are built with more Development Points (54, to be exact) than the civilian Overlays presented in the "Character Creation" chapter (which are built on 36). Don't allow a civilian character to take one unaltered, unless you want him to have that level of competence.

COMMAND

Members of the Command Branch can be found serving as administrative personnel detailed to various departments throughout Starfleet. They ensure compliance with all Starfleet regulations, assist operations and science personnel and report to the commanding officer. Command personnel train in a variety of conflict resolution techniques.

To become a First Officer or Captain requires the purchase of both the Department Head and Promotion Advantages, as well as possessing knowledge of other duties (such as Flight Control and Tactical).

Administration (Starship Administration) 2 (3)
Athletics (choose Specialization) 1 (2)
Command (Starship Command) 2 (3)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
Language
  Federation Standard 1
Law (Starfleet Regulations) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Planetary or Starship Tactics (choose Specialization) 2 (3)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (choose Specialization) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

COUNSELOR

Counselors advise captains and other commanders on various matters, from the emotional health of the crew to interactions with alien species. They also see to the crew's morale.

Administration (Starship Personnel) 2 (3)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
First Aid (choose Specialization) 1 (2)
History (Federation) 1 (2)
Language
    Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Medical Sciences (Psychology) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Persuasion (Counseling) 2 (3)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (Medical) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

ENGINEER

Engineers keep Starfleet equipment running at peak efficiency. Although engineers specialize in a particular type of engineering—warp field dynamics, matter/energy conversion or materials engineering—Chief Engineers are expected to be proficient in a variety of specializations.

Athletics (choose Specialization) 1 (2)
Computer (Modeling) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Engineering, Any (choose two Specializations) 2 (3) and (3)
Engineering, Any Other (choose Specialization) 1 (2)
History (Federation) 1 (2)
Language
    Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Physical Sciences (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (choose two Specializations) 2 (3) and (3)
Vehicle Operations (Shuttlecraft and one other vehicle) 1 (2)

MEDICAL

In addition to investigating new and unusual lifeforms encountered in newly discovered regions of space, Starfleet doctors see to the health and well-being of a starship's crew. Medical personnel tend to specialize in particular fields, such as surgery or toxicology.

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
First Aid (choose Specialization) 2 (3)
History (Federation) 1 (2)
Language
    Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Life Sciences (choose Specialization) 1 (2)
Medical Sciences (choose Specialization) 2 (3)
Personal Equipment (Medical Tricorder) 2 (3)
Planetside Survival (choose Specialization) 1 (2)
Shipboard Systems (Medical Systems) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)

OPERATIONS OFFICER

The largest branch in Starfleet, Operations is staffed by personnel who see to the day to day operations of Starfleet facilities. They work in numerous positions, from Flight Control and Operations Management to transporter operation. Players should choose which aspect of Operations their character performs.

Administration (choose Specialization) 2 (3)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
Language
    Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Science, Any (choose related Specialization) 1 (2)
Shipboard Systems (choose Specialization) 2 (3)
Systems Engineering (choose Specialization) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operation (Shuttlecraft) 2 (3)

SCIENCE

Scientists investigate the mysteries of the galaxy, staffing the laboratories of starships and starbases, conducting their experiments. The Chief Science Officer is responsible for all scientific personnel, and reports directly to the commanding officer, though various scientific personnel may advise the captain in their area of specialization. Various scientific specialties depend on the Specializations the player chooses for his character.*

Computer (choose Specialization) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Engineering, Any (choose Specialization) 1 (2)
History (Federation) 1 (2)
Language
    Federation Standard 1
Law (Starfleet Regulations) 1 (2)

Personal Equipment (Tricorder) 2 (3)
Planetside Survival (choose Specialization) 1 (2)
Science, Any (choose two Specializations) 2 (3) and (3)
Science, Any Other (choose Specialization) 1 (2)
Shipboard Systems (Sensors and one other Specialization) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)

* Members of the Science division of Starfleet typically choose an area of Specialization. A Science officer with a Specialization in botany would serve on board a starship in the botany department, conducting experiments on various forms of plant life. See "Specialization."

SECURITY

Typically these Operations personnel serve on board a starship or starbase as a combination security guard and police officer. In addition to patrolling sensitive areas and beaming into potentially hazardous situations, they learn to operate large-scale defensive weapons such as shipboard phasers and tractor beams.

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (3)
History (Federation) 1 (2)
Language
  Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Security (Security Systems) 2 (3)
Shipboard Systems (Tactical) 2 (3)
Systems Engineering (Security) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)

STARFLEET BACKGROUND HISTORY

EARLY LIFE HISTORY

Starfleet characters receive 5 Development Points to spend during Early Life.

Academic Upbringing: One Academic Skill (see box on page 53) (choose Specialization) 1 (2), +1 to Logic edge, Patron +2, Arrogant –1

Failed Colony: One Survival Skill (see box on page 53) (choose Specialization) 1 (2), +1 to Vitality edge, Alertness +2, Vengeful –1 OR Intolerant –1 (of whomever the character blames for the failure)

Famous Parents: One Intellect Skill (choose Specialization) 1 (2), +2 Renown (choose Aspect), Patron (your parents) +2, Obligation –1 OR Rival –1 connected to your parents' work

Orphaned: Charm OR Intimidation (choose Specialization) 1 (2), Streetwise (choose Specialization) 1 (2), +1 to Empathy edge, Hides Emotions –2

Normal Upbringing: Athletics (choose a Specialization for your childhood sport such as Riding or Climbing) 1 (2), add a Specialization in any Template Skill, +1 to Dexterity OR Reaction edge

Political Upbringing: Diplomacy (with Specialization reflecting your parents' career) 1 (2), Contact +1, Language Ability +2, Rival –1 (connected to parents' career)

Religious/Ideological Training: Culture (with Specialization in past of group) 1 (2), History (with Specialization in past of group) 1 (2), +1 Strength OR +1 Willpower edge, Fanatic –2 OR Pacifism –2

Starfleet "Brat": Administration (Starfleet) 1 (2), Vehicle Operation (Shuttlecraft) 1 (2), Contact (Starfleet) +1, Rival (in Starfleet) –2

STARFLEET ACADEMY HISTORY

A Starfleet character receives 8 Development Points to spend during Academy Life.

STARFLEET ACADEMY SPECIALIZED TRAINING PACKAGES (EACH COSTS 8 DEVELOPMENT POINTS)

Advanced Tactical School: Administration (Logistics) 1 (2), Starship Tactics (Planetary Support Tactics; Cardassian OR Romulan OR Dominion) 1 (2) and (2), Bold +1

Advanced Research Engineering: Material Engineering (Structural/Spaceframe OR Starship Design) 1 (2), Propulsion Engineering (Warp Drive) 1 (2), +1 to Intellect

Colonization School: Material Engineering (Civil Engineering) 1 (2), Planetside Survival (choose Specialization) 1 (2), +1 to Fitness

EVA Training: Personal Equipment (Environmental Suit) 1 (2), Vehicle Operation (Work Bee) 1 (2), Zero-G Trained +2

Exploration Training: Shipboard Systems (Sensors) 1 (2), Space Sciences (choose two Specializations) 1 (2) and (2), +1 to Perception Edge

First Contact Training: Diplomacy (Federation Frontier) 1 (2), Social Science (choose two Specializations) 1 (2) and (2), +1 to Perception Edge

Intelligence Training: Behavior Modification (Resistance) 1 (2), Espionage (Traffic Analysis) 1 (2), Language (Romulan or Cardassian) 1, Obligation –1 (to Starfleet Intelligence)

Intensive Theoretical Science Program: Physical Sciences (choose Specialization) 1 (2) OR Space Sciences (Astronomy) 1 (2), +1 to Intellect, +1 to Logic edge, +1 to Perception edge, Curious +1

Starfleet Medical Academy: First Aid (Specializing in a different species than yours) 1 (2), Life Sciences (choose Specialization) 1 (2), Medical Sciences (choose Specialization) 1 (2), Physical Sciences (Chemistry) 1 (2), +1 to Empathy edge, Code of Honor –2 (Hippocratic Oath), Fanatic (about saving and preserving sentient life) –3

STARFLEET CADET CRUISE HISTORY

Starfleet characters can spend 1 point on the skills, advantages or disadvantages listed below.

Attributes and Edges

Perception
Willpower

Advantages

Commendation (+1)
Promotion (almost always tied to a Famous Incident) (+1)

Skills

Command
Heavy Weapons
Security
Starship Tactics
Strategic Operations
Shipboard Systems

STARFLEET TOURS OF DUTY HISTORY

Characters typically begin play with one Tour of Duty. Players should choose where they were posted (for example, a starship, starbase or Starfleet Command) and what they did. A Tour of Duty can last from two to seven years in length. For your first tour of duty, either select one of the packages listed under "First Tour," or spend 10 Development Points to create your own mission. For additional tours, choose a package from those listed under Additional Tours, or spend 5 Development Points.

A Starfleet character receives 10 Development Points to spend during his first posting, and 5 Development Points for each mission thereafter.

Starfleet Tour of Duty Packages (First Tour costs 10 Development Points)

Academy Instruction: Any Academic Skill (see box on page 53) (choose two Specializations) 1 (2) and (2), Command (Military Training) 1 (2), Law (Starfleet Regulations) 1 (2), Contact +1, Argumentative –1

Deep Space Exploration Mission: Planetary Sciences (choose Specialization) 1 (2), Shipboard Systems (Sensors) 1 (2), Space Sciences (Stellar Cartography) 1 (2), Bold +1

Diplomatic Mission: Diplomacy (choose Specialization) 1 (2), two Languages at 1 each or one Language at 2, Contact +1, Shrewd +1, Rival –1

Hostile Frontier Defense Mission: Starship Tactics (Romulan; Cardassian) 1 (2) and (2), Shipboard Systems (Tactical; Sensors) 1 (2) and (2), Promotion (Lieutenant) (+3), Vengeful –1; OPTIONAL: Famous Incident AND any appropriate Disadvantage from Universal Background List on page 56 (balance the points)

Medical/Rescue Mission: Administration (Logistics) 1 (2), First Aid (choose Specialization) 1 (2), Medical Sciences (choose Specialization) 1 (2), Shipboard Systems (Medical Systems) 1 (2), Pacifism –2

Scientific Mission: Planetary Sciences (choose two Specializations) 1 (2) and (2), Shipboard Systems (Sensors) 1 (2), Space Sciences (Astronomy and one other Specialization) 1 (2) and (2), Curious +1, Poor Sight –2

Shakedown Cruise: Propulsion Engineering (choose Specialization) 1 (2), Systems Engineering (choose Specialization) 2 (3), Innovative +1

Space Station/Starbase Mission: Administration (Logistics) 1 (2), Systems Engineering (Environmental Systems) 1 (2), Vehicle Operation (Shuttlecraft) 1 (2), Contact (fellow officer or the like) +1

Starfleet Command: Administration (Starfleet) 1 (2), Law (Starfleet Regulations) 1 (2), Strategic Operations (Fleet Operations) 1 (2), Contact +1; OPTIONAL: Promotion AND Rival (balance the points)

Terraforming and Colonization Mission: Administration (Logistics) 2 (3), Life Sciences (Exobiology) 1 (2), Planetary Science (choose Specialization) 1 (2), Intolerant (Civilians) –2

Additional Starfleet Tours (cost 5 Development Points each)

Academy Instruction: Command (Military Training) 1 (2), Law (Starfleet Regulations) 1 (2), Argumentative –1

Deep Space Exploration Mission: Space Sciences (Stellar Cartography) 1 (2), one additional World Knowledge Specialization, +2 Renown (Initiative or Openness)

Diplomatic Mission: Diplomacy (choose Specialization) 1 (2), two additional World Knowledge Specializations OR one additional World Knowledge Specialization and –2 Renown (Aggression)

Hostile Frontier Defense Mission: Starship Tactics (Romulan; Cardassian) 1 (2) and (2), +2 Renown (Discipline and/or Skill); OPTIONAL: Famous Incident AND any Disadvantage reflecting an injury received in the line of duty (for example, Chronic Pain, Medical Problem, Physically Impaired or Poor Sight) (balance the points)

Medical/Rescue Mission: First Aid (choose Specialization) 1 (2), Shipboard Systems (Medical Systems) 1 (2), Impulsive –1

Scientific Mission: Space Sciences (Astronomy and any other Specialization) 1 (2) and (2), +2 Renown (Skill or Openness)

Shakedown Cruise: Any Engineering Skill (choose Specialization) 1 (2), one additional Specialization for Shipboard Systems or Systems Engineering, +2 Renown (Initiative and/or Skill)

Space Station/Starbase Mission: Administration (Logistics) 1 (2), Patron (Starbase Commander) +2

Starfleet Command: Administration (Starfleet) 1 (2), Law (Starfleet Regulations) 1 (2), –1 Reaction or Vitality Edge

Terraforming and Colonization Mission: Planetary Science (choose two Specializations) 1 (2) and (2), +2 Renown (Skill and/or Discipline)

Background Data

Name . . . . . _____
Rank . . . . . _____
Species . . . . . _____
Position . . . . . _____
Current Assignment _____

Background History

Early Life . . . . . _____
Advanced Training _____
Professional Career _____

Attributes

Fitness . . . . . _____
  Strength . . . . . _____
  Vitality . . . . . _____
Coordination . . _____
  Dexterity . . . . . _____
  Reaction . . . . . _____
Intellect . . . . . _____
  Logic . . . . . _____
  Perception . . . _____
Presence . . . . . _____
  Willpower . . . . _____
  Empathy . . . . . _____
Psi . . . . . _____
  Range . . . . . _____
  Focus . . . . . _____

Skills

Skill	Specialization	Level	Spec Level

A

Action 7, 111-113. See also Round
  Action Summary chart 112
  Delayed Actions 111-118
  Immediate Actions 111
  Multiple Actions 113
  Reactions 112
  Timed Actions 112
Advantages and Disadvantages 7, 83-100
  Advantages 83-92
  Disadvantages 92-100
  Master List 84
Alien Creatures. See Creatures
Alien Species 249-272
  Creating Alien Species 267-272
    Creation Process 267-271
    Templates and Overlays 271-272
  Species Template 250
  Starfaring Species 250-267
    Enemy Species 253-259
      Breen 257-258
      Founders, The 253-255
      Jem'Hadar 256-257
      Romulans 258-259
      Vorta 255-256
    Gamma Quadrant Species 261-264
      Dosi 262
      Skrreea 262-263
      Wadi 263-264
    Member Species 250-253
      Betazoids 250-251
      Bolians 251-252
      Vulcans 252-253
    Neutral Species 259-261
      Flaxians 259-260
      Letheans 260-261
      Lurians 261
    Omnipotent Species 264-267
      Pah-wraiths 266-267
      Prophets, The 265-266
      Q Continuum 265
Andorian 285
Archetypes, Character 34-42
  Bajoran Mystic 35
  Cardassian Spy 36
  Ferengi Merchant 37
  Half-Klingon Rebel 38
  Human Colonist 39
  Klingon Smuggler 40
  Trill Diplomat 41
Armor 118
  Armor from Cover 119
  Creature Armor 280
Attribute 7
  Attribute Test 7
  Buying Attributes 51
  Buying Edges 51
  Edge 8
  Level 8
  Character Attributes, Descriptions 62
  Creature Attributes 275
    Coordination 275
    Fitness 275
    Instinct 275
    Presence 275
    Psi 275
  Creature Edges 275-277
Axioms of Star Trek 184

B

Background History 52
  Advanced Training 56-57
  Early Life 52-53
  Professional Career 57-59
Bajor 14, 143
  Bajoran Race 44
  Bajor Sector 14-17
  Contact With the Gamma Quadrant 15
  Maquis 15
  Starships 219-220
  Wormhole 14
Betazoids 250-251, 286. See also Alien Species
Black Market 28-30
  Infamous Criminals 29
  Orion Syndicate 29-30
Bolians 251-252, 286. See also Alien Species
Breen 257-258. See also Alien Species

C

Called Shots 116. See also Combat: Combat Variables
  Hit Location chart 119
Campaign Setting. See Frontier Narratives
Cardassian Union 45, 143
  Starbases 207-208
  Starships 224-225
Centauran 286
Character Creation. See also Starfleet Characters
  Advanced Creation 58
  Basics of Character Creation 34-42
    Background 43-51. See also Background History
    Finishing Touches 59-60
    Overlays 8, 42-43, 54-55. See also Overlay
    Template 8, 42. See also Template, Character
  Character Archetypes 34-42. See also Archetypes
  Concept 32-33
    Civilian Characters 52
    Compatibility and Conflict 33
    Non-Starfleet Characters 33
    Starfleet Characters 52
  Courage Points 59
  Renown 59
  Wound Levels 60
Characterization 166-167
Combat 110-117
  Hit Locations 119
  Combat Maneuvers 115
  Combat Quick-Reference 123-124
  Combat Variables 116-117
  Courage Points in Combat 117
  Example Of Combat 121-122
  Ranged And Melee Combat 113-116
    Difficulty Numbers In Melee Combat 113-116
    Difficulty Numbers in Ranged Combat 116-117
  Starship Combat. See Rules of Engagement
Combined Test 108. See also Test
Commendations 188. See also Renown
Coordination 275
Courage Points 7, 59, 105, 187-188
  Recuperating Courage Points 107
Cover 116. See also Combat:Combat Variables
  Cover chart 119
Creatures 273-284
  Animals in Star Trek 273-274
  Creature Anomalies 280-282
    Artificial Life 281
    Energy Beings 282-284
    Phaser Problem 281
    Psionics and Powers 281-282
    Weird Chemistries 280-281
    Weird Environments 281
  Creature Details 279-280
    Animal Weapons and Defenses 280
    Appearance 279
    Armor 280
    Senses 279
  Creature List 282-284
    Bajoran Kelrast 282
    Bajoran Wolf 282
    Cardassian Vole 282-283
    Ferengi Giant Mud Eel 283
    Karemman Beldarin 283
    Klingon Targ 283
    Tarkalean Hawk 284
  Creature Template 275-276
    Creature Attributes 275
    Template Elements 275-276
  Designing Creatures 276-279
    Biology 276-279
    Ecologies and Environments 279
  Using Creatures in Stories 274-275
Crime 176-178
  Black market 28-30
  Ferengi Law 30
  Illegal Salvage 29
  Infamous Criminals 29
  Orion Syndicate 29
  Piracy 29
  Seedy Locales 30
  Smuggling 29
  Starfleet Security 29
  Trafficking 29
Currency. See also Trade: Money & Exchange

D

D6. See also Dice
Damage and Healing 117-121
  Effects Of Injuries 118-121
    Degree of Injury chart 120
  Healing 121-122
    Medical Attention 121-122
    Natural Healing 121
  Inflicting Damage 117
    Brawling; Martia Arts 117
    Weapons 117
  Other Forms of Damage 117-118
    Drowning 117
    Falls 117
    Fire 117
    Radiation 117
    Vacuum 118
  Resisting Damage: Armor 118
  Starship Combat 131-132
  Stun Damage 118-121
  Taking Damage 117
Deep Space 9 135-158
  Enemy Personnel 154-158
    Gul Damar 155-156
    Gul Dukat 154-155
    Kai Winn 157-158
    Weyoun 156-157
  Other Deep Space Stations 22-23
  Starfleet 141-143
    Bajor-Federation Treaty 141-143
    Effects of the Dominion War 143
    Federation Membership 143
  Station Characteristics 137
    Defensive Systems 137
    Dimensions 137
    Hull Characteristics 137
    Notes/Description 137
    Personnel Characteristics 137
    Sensor Systems 137
    Systems Characteristics 137
    Weapons Systems 137
  Station History 136
  Station Personnel 144-154
    Captain Benjamin Sisko 144-145
    Chief Medical Officer Doctor Julian Bashir 146-147
    Chief of Operations Miles O'Brien 149-150
    Chief Of Security Odo 150-151
    Colonel Kira Nerys 145-146
    Dax 147-149
    Elim Garak 153-154
    Lieutenant Commander Worf 152-153
    Quark 151-152
  Station Structure and Systems 136-141
    Computer System 140
    Docking and Cargo 136
    Operations Center 136-140
    Personnel Support Systems 141
    Power Systems 140
    Science and Sensor Systems 140
    Station Security 140-141
    Tactical Systems 140
Deep Space Stations 22-23
  Deep Space Nine 135-158
Defensive Systems. See also Starbase:Template and Starship:Template
Degree of Success 103
Development Points 51. See also Character Creation
  Buying Advantages and Disadvantages 52
  Buying Attributes and Edges 51
  Buying Skills and Specialization 51
  Cost Table 53
  Spending Points 51-52
Dice 7
  d6 7
  Drama Die 8, 104
Difficulty 7, 102-103
  Difficulty chart 102
  Melee Combat 113
  Ranged Combat 116
  What Does Difficulty Mean? 103
  What Should I Tell The Player? 103-104
Disadvantage 8. See also Traits
Dominion 143
  Starbases 207-208
  Starships 226-228
Dosi 262. See also Alien Species

Downtime 102. See also Time
Drama Die 104. See also Dice

E

Edges 8, 62, 105. See also Attributes & Edges
  Coordination Edges 62
  Fitness Edges 62
  Intellect Edges 62
  Presence Edges 62
  Psi Edges 62-63
Engineering 134. See Rules of Engagement: Character Roles
  Improved Engine Efficiency 134
  Repairing Damage 134
Episode 102
Equipment 231-236
  Combadge 233-234
  Environment Suit 232
  Equipment Terminology 231-232
  Medical Kit 232-233
  PADD 233
  Tricorders 234-236
Exchange. See also Trade: Money & Exchange
Experience Points 185-186
  Awarding Experience Points 186
  Experience Awards chart 186
  Experience Costs chart 187
  Spending Experience Points 186-187
Extended Test 107. See also Test

F

Failure and Dramatic Failure 105. See also Tests
Federation
  Starbases 206-207
  Starships 215-219
Ferengi 46, 144
  Role in Idol Threats 193
Fitness 275
Flaxians 259-260 See also Alien Species
Flight Control 127-128 See also Rules of Engagement: Character Roles
  Dodging 128
  Movement 127-128
Founders 253-255. See also Alien Species
Frontier
  Deep Space Stations 22-23
  History of 9-13
    Before the Federation 10-11
    Birth of the Federation 11
    Third Wave, The 11-13
  New Frontiers 13-21
    Bajor Sector 14-17. See Bajor
    Borg Border 18-19
    Cardassian Demilitarized Zone 13-18
    Federation-Sheliak Border 19
    Gamma Quadrant 13
    Gorn Border 20
    Ionite Nebula Regio 19
    Jenatris Corridor 19
    Kellinan Reach 20-21
    Klingon Border 18
    Romulan Neutral Zone 18
    Tholian Border 19-20
  Settlements 23-25
    Clash of Interests 24-25
    Hardships 23-24
    Rewards 24
  Trade & Commerce 25-30
    Legitimate Trade 25-27
    The Black Market 28-30
    Trade Routes 27-28
  Treaties & Regulations 21-22
    Colonization Treaties 21
    Military Treaties 21
    Other Regulations 21-22
Frontier Narratives 171-184
  Axioms of the Universe 184
    Heroic Competence 184
    People Solve Problems 184
    Triumph of the Human Spirit 184
  Bases of Operations 174-178
    Protection 174-175
    Rendezvous 174
    Research 175-176
    Resource Exploitation 176
    Trade 176
  Common Themes 182-184
    Actions and Responsibilities 182-183
    Defending the Good 183
    Exploration and Discovery 184
    Free Will 183-184
    IDIC 184
    Moral Dilemmas 183
  Creating the Setting 172-174
    Outpost 172
    Strange New Worlds 172-173
    Suite Sensations 173-174
    These Are the Voyages 173
  Planets and New Civilizations 178-182
    Planets 180-182
    Stars and Star Systems 178-180

G-H-I

Glossary 7
Healthy. See Wound:Wound Level
History. See Frontier:History of
Hit Locations 119
  Starship/Space Station 130
Hull. See Starbase:Template. See Starship.Template
Humans 47
Icon System 7
Idol Threats 191-200
  Competing Claims 193-198
  Getting Started 191-192
  Investigating The Idol 198-199
  Resolution 199-200
  The Idol Appears 192-193
Incapacitated. See Wound.Wound Level
Initiative 8, 111
  Starship Combat 126
Injured. See Wound:Wound Level
Injury. See Damage and Healing

J-K-L

Jem'Hadar 256-257. See also Alien Species
Killed See Wound:Wound Level
Klingons 48, 143-144
  Starships 220-222
Letheans 260-261. See also Alien Species
Level 8
Lurians 261 See also Alien Species

M-N-O

Maquis 15
  Starships 226
Movement 113
  Movement chart 114
  Movement Maneuvers 113
  Starship combat 127-128
Multiple Actions 113. See also Actions
Narration
  Play 165
    Bacon Retrieval 167-168
    Being Fair 168
    Building Your Series 169
    Developing Your Supporting Cast 170
    Epic Series 170
    Episodic Series 169
    Having Fun 168-169
    Irrelevance 167
    Pacing 167
    The Story Arc 169-170
    Using the Mechanics 167
  Preparation 160
    Characterization 166-167
    Creating the Challenge 160-161
    Plotting 165
    The Supporting Cast 161-163
  Types of Challenges 160-161
Navigation 211
Near Death. See Wound:Wound Level
Off Hand 116. See also Combat: Combat Variables
Operations 126-127. See also Rules of Engagement: Character Roles
  Power Allocation 126-127
Operations Systems. See Starship:Template
Opposed Test 105. See also Test
  Opposed Test Modifiers 108
Outpost 172
  Outpost Creation 176
  Outpost Template 177-178
OverlaOverlay, Character 42-43. See also Character Creation
  Colonist 54
  Diplomat/Politician 54
  Maquis/Rebel 54
  Merchant 54
  Mystic 55
  Pirate/Smuggler 55
  Spy 55
  Warrior 55

P-Q-R

Pacing 167
Pah-wraiths 266-267. See also Alien Species
Personnel. See Starbase:Template
Phasers 140
Planets 180-182
  Planetary Template 180-182
Plotting 165
  Plot Points 166
Presence 275
Promotions 188-189. See also Renown
Prone 116
Prophets, The 265-266. See also Alien Species
Propulsion Systems. See Starship:Template
Psi 275
Q Continuum 265. See also Alien Species
Race. See Alien Species
Races
  Bajorans 143
  Cardassians 143
  Dominion 143
  Ferengi 144
  Klingons 143-144
  Maquis 144
  Romulans 144
Rank 188-189. See also Renown
Renown 8, 59, 188-190
  Aggression 59
  Awards chart 189
  Commendations and Awards 188
  Commendations chart 190
  Cultural Values for Aspects 110
  Discipline 59
  Non-Military Promotions 190
  Openness 59
  Promotion And Rank 188-189
  Renown Aspects 59
  Renown Difficulties 110
  Renown Guidelines 188
  Renown Test 109-110
  Skill 59
  Transferring Departments 189-190
  Transferring Stations 190
Resistance 8, 118
  Starship
Result. See Test. Test Result
Rewards. See Experience Points. See also Renown. See also Courage Points
Roleplaying 5, 6
  Narrator 6
  Player 6
  Rules. See also Icon System
Romulans 258-259. See also Alien Species
  Role in Idol Threats 194
  Romulan Star Empire 144
  Starships 223-224
Round 8, 102. See also Time
  Actions 111-113
  Initiative 111
  Round Sequence 111-112
  Starship Combat 126
Rules of Engagement 125-134
  Character Roles 126-134
    Command 134
    Engineering 134
    Flight Control 127-128
    Operations 126-127
    Sensors 133-134
    Tactical 128-133
  Damage 131-132
    Beam Weapon Frequency Modulation 131-132
    Ramming 132
    Repairing Damage 134
    Resisting Damage 132
      Ablative Armor 133

Resistance 132
Shields 132
Strengthening Damaged Shields 133
Impulse Speed 129
Initiative 126
Multiple Actions 126
Playing Surface 129
Stations In Starship Combat 126
Time 126

S

Scenario
Sample Episode: Idol Threats 191-200
Scene 102, 166 See also Time
Security, Internal. See also Starbase.Template
Sensors 133-134. See also Rules of Engagement.
Character Roles See also Starbase·Template
Systems See also Starbase:Template and Starship:Template
Series 102. See also Time
Shields 132, 140
Ships. See also Starbase:Template See Starships
Size 117, 278. See also Combat: Combat Variables
Skills & Specialization 8
Buying Skills 51
Improving Specialization 51
Level 8
Skill Test 8
Specialization 8
Skill Descriptions 66-82
Command Skills 66-68
Operations Skills 68-72
Other Skills 74-81
Psionic Skills 81-83
Science Skills 72-74
Skill List 64-65
Skills For Starfleet Characters 63
Specialization 63-66
Untrained Skill Use 63-66
Skrreea 262-263. See also Alien Species
Space Stations. See also Starbases
Specialization 8
Species. See Alien Species
Star Trek Axioms 184
Starbases 201-208
Cardassian/Dominion Starbases 207-208
ALTENEK NOR ORBITAL SHIPYARDS 207
TYPICAL BASE 207-209
Environmental Power chart 204
Federation Bases 206-207
STARBASES 211 And 257 206
STARDOCK 206-207
Federation Classification 203
Starbase Security table 205
Starbase Size chart 203
Starbase Template 202
Defensive Systems 205
Hull Characteristics 203
Internal Security 205
Personnel Characteristics 203-204
Sensor Systems 205
Ships 205-206
Systems Characteristics 204-205
Vital Statistics 202-203
Weapon Systems 205
Starbase Types 202
Starfleet Characters 285-296. See also Characters
Starfleet Background History 289-290
Early Life History 289
Starfleet Academy History 289
Starfleet Cadet Cruise History 290
Starfleet Tours of Duty History 290
Starfleet Overlays 287-289
Command 287
Counselor 288
Engineer 288
Medical 288
Operations Officer 288
Science 288-289
Security 289
Starfleet Templates 285-287
Andorian 285
Betazoid 286
Bolian 286
Centauran 286
Tellarite 286-287
Vulcan 287
Stars & Star Systems 178-180
System Template 179-180
Starships 208-228
Bajoran Ships 219-220
Bajoran Assault Vessel 219-220
Bajoran Impulse Ship 220
Cardassian Ships 224-225
GALOR-Class Starship 224-225
HIDEKI-Class Fighter 225-226
KELDON-Class Starship 225
Dominion Ships 226-228
JEM'HADAR Attack Ship 227
JEM'HADAR Battle Cruiser 226-227
JEM'HADAR Battleship 227-228
Environmental Systems Power 212
Klingon Ships 220-222
B'REL-Class Starship 221-222
K'VORT-Class Starship 222-223
NEGH'VAR 220-221
VOR'CHA-Class Starship 221
Maquis Ships 226
PERECRINE-Class 226
Merchant Ships 228
ANTARES-Class Starship 228
Romulan Ships 223-224
D'DERIDEX-Class Warbird 223-224
Romulan Scout Ship 224
Ship Templates 209-215
Defensive Systems 215
Hull Characteristics 209
Operations Characteristics 210
Propulsion and Power Characteristics 210-212
Sensor Systems 212-214
Vital Statistics 209
Weapon Systems 214-215
Ship Types 208-209
Starship Size 212
UFP Ships 215-219
DANUBE-Class Runabout 218-219
EXCELSIOR-Class Starship 216
GALAXY-Class Starship 215-216
NEBULA-Class Starship 216-217
U.S.S DEFIANT 217-218
Station and Shipboard Tech 241-248
Control Panels 243
Deflector Shields 248
Holosuites 243
Life Support 243-244
Operations Center (Ops) 241-242
Command Station 241
Engineering Station 242
Flight Control (Conn) 241
Operations Manager Station (Ops) 242
Science Station 242
Tactical Station 242
Probes 246
Replicators 244-245
Sensors 245-246
The Computer Core 242-243
The Infirmary 246
Transporters 246-247
Weapon Systems 247-248
Other Energy Weapons 248
Phasers 248
Torpedoes 248
Story Arc 169 170
Storytelling. See Narration
Stunned See Wound:Wound Level
Success and Dramatic Success 104 105 See also Test Degree of Success 103
Supporting Cast 161-163
Development
Surprise 112
Systems. See Starbase·Template

T-U-V

Tables and Charts
Attribute Scale 42
Development Point Costs 53
Skill List 64-65
Universal Background List 56
Tactical 128-133. See also Rules of Engagement:
Character Roles
Damage 131-132
Targeting 128-131
Tractor Beams 131
Technology 229-248
Limiting Technology 230-231
Personal Equipment 231-236 See also Equipment
Personal Weapons 236-241. See also Weapons, Personal
Station and Shipboard Technologies 241-248. See also Station & Shipboard Tech
Technobabble 231
Technology Consistency 230 231
Technology in Star Trek 230
Technotopia 248
Tools of the Trade 229-230
Tellarite 286
Template, Character 42. See also Character Creation
Bajoran Template 44
Cardassian Template 45
Ferengi Template 46
Human Template 47
Klingon Template 48
Trill Template 49
Tests 7, 102 110. See also Dice
Additional Attempts 109
Attribute Tests 7, 105
Combined Tests 7, 108
Degree of Success 104-105
Determining Skill 104
Difficulty 7, 102-103
Melee Combat 113-116
Ranged Combat 116-117
Dramatic Successes and Failures 8, 106
Extended Tests 8, 107
Improving Your Roll 105
Making A Test 104-105
Opposed Tests 8, 105
Renown Tests 109-111
Skill Test 8, 102 104
Special Types Of Tests 105 109
Test Modifiers 8, 109
Additional Attempt 109
Other Modifiers 109
Preparation 109
Test Modifiers chart 109
Test Result 8, 104-105
Automatic Success 104
Degree of Success 104-105
Untrained Skill Use 108
Theme 182-184
Time 101-102
Torpedoes 140
Tractor Beams 140
Trade 25
Merchant Vessels 28
Money & Exchange 25
Costs of Goods 26
Currency 26
Trade Routes 27-28
Federation Routes 27
Non-Federation Routes 28
Traits
Attributes 62. See also Attributes & Edges
Edges 62. See also Attributes & Edges
Skills 63-66. See also Skills & Specialization
Specialization 63-66 See also Skills & Specialization
Transfers 189-190. See also Renown
Trill 49-50
Vital Statistics. See Starbase.Template. See Starship.Template
Vorta 255-256. See also Alien Species
Vulcans 252-253, 287. See also Alien Species

W-X-Y-Z

Warp 213
Theory 213
Travel Times 213
Warp Factor Table 213
Weapons
Energy Weapon Damage 239
Weapons, Personal 236-241
Disruptors 237-238
Jem'Hadar Weapons 238
Melee Weapons 238-241
Phasers 236-237
Weapons Systems. See also Starbase.Template
Wound Levels 60, 120. See also Damage and Healing
Wounded See Wound.Wound Level
Wounds 8
Wound Level 8
Zero Gravity 117. See also Combat: Combat Variables

Through a Glass Darkly

The Mirror Universe

STAR TREK
THE EXPANDED UNIVERSE

For Use With Any of the Last Unicorn STAR TREK Roleplaying Lines

Coming Spring 2000

Go Boldly...
To the Last Unicorn Games web site
• Download Expanded Source Material and Adventures
• Order Products Online
• Get Errata and Updates
• Meet Last Unicorn Designers and Other Gamers Through LUG Chat
www.lastunicorngames.com

The Frontiers of the Federation

In the Federation core worlds, life is almost utopian... but on the frontier, it's balanced on a knife's edge! See if you can survive the adventures of Star Trek: Deep Space Nine™, where empires clash, smugglers flourish and intrigue runs thicker than blood on a Klingon's blade. Everything you need to experience this shadowy new dimension of Star Trek Roleplaying is in this book!

Star Trek: Deep Space 9 includes:

- Complete, easy to use Icon System™ rules
- Five new Templates (Bajoran, Cardassian, Ferengi, Klingon, Trill—including rules for Trill "past lives")
- Eight new Overlays (Colonist, Diplomat/Politician, Maquis/Rebel, Merchant, Mystic, Pirate/Smuggler, Spy, Warrior)
- Dozens of new Background History packages
- New Skills, Advantages, and Disadvantages
- A description of Deep Space 9 itself, including detailed write-ups of the station's crew
- Rules for creating and using outposts and space stations along the frontier
- Extensive discussion of life on the frontiers of the Federation and in other major societies, including discussions on how to set and run your series in these tumultuous border regions
- New ships, including the Defiant, Danube-class runabout, and Bajoran, Cardassian and Dominion vessels
- "Idol Threats," an introductory adventure

VISIT US AT
WWW.LASTUNICORNGAMES.COM
TO FIND OUT MORE!

Last Unicorn Games

A Viacom Company

LUG 35000 $35.00
ISBN 1-889533-09-2
9 781889 533094

STAR TREK™ © & ©1999 Paramount Pictures. All Rights Reserved. STAR TREK and Related Marks are Trademarks of Paramount Pictures. Last Unicorn Games, Inc. Authorized User. ©1999 Last Unicorn Games.

ALIEN SPECIES DATA FILE:

Homeworld

Home Region or Sovereign Territory

Suggested Attribute and Edge Ranges

Fitness
- Strength
- Vitality

Coordination
- Dexterity
- Agility

Size

Intellect
- Logic
- Perception

Presence
- Empathy
- Willpower

Psi
- Focus
- Range

Visual Representation

STAR TREK DEEP SPACE NINE ROLEPLAYING GAME

Special or Unique Abilities

Special or Unique Skills

Traits Common to the Species

Story Notes

Other Detail

STAR TREK ® and all re ated marks ™, ®, & © 1999 Paramount Pictures. All Rights Reserved. Last Unicorn Games authorized user © 1999 Last Un corn Games, Inc. Permission to photocopy this sheet granted for personal use on y

Background Data

Name . . . . . _____
Rank . . . . . _____
Species . . . . . _____
Position . . . . . _____
Current Assignment _____

Background History

Early Life . . . . . _____
Advanced Training _____
Professional Career _____

Attributes

Fitness . . . . . _____
- Strength . . . . .
- Vitality . . . . .

Coordination . . _____
- Dexterity . . . . .
- Reaction . . . . .

Intellect . . . . . _____
- Logic . . . . . .
- Perception . . .

Presence . . . . . _____
- Willpower . . . .
- Empathy . . . . .

Psi . . . . . _____
- Range . . . . . .
- Focus . . . . . .

Skills

Skill	Specialization	Level	Spec Level

CREATURE DATA FILE:

Type

Size

Form

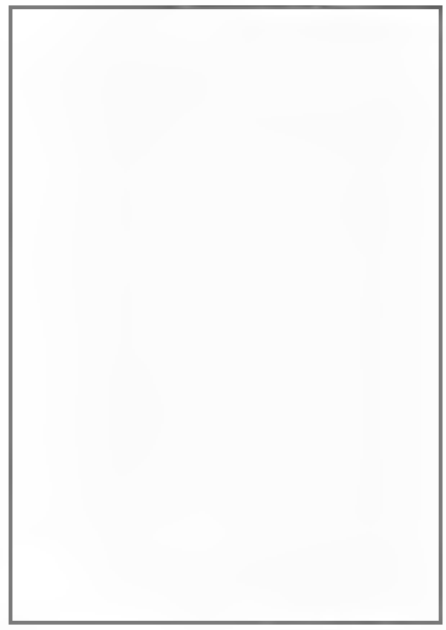
Attributes

Special Abilities/
Unusual Skills

Weapons

Base Movement

Resistance



Visual Representation

Description/Other Detail

CREATURE DATA FILE:

Type

Size

Form

Attributes

Special Abilities/
Unusual Skills

Weapons

Base Movement

Resistance

Visual Representation

Description/Other Detail

STAR TREK ® and all related marks ™, ®, & © 1999 Paramount Pictures. All Rights Reserved. Last Unicorn Games authorized user © 1999 Last Unicorn Games, Inc. Permission to photocopy this sheet granted for personal use only.

PLANETARY DATA FILE:

Class

System Data

Gravity

Year and Day

Atmosphere

Hydrosphere

Climate

Sapient Species

Tech Level

Government

Culture

Affiliation

Resources

Places of Note

Ship Facilities

Other Detail

STAR TREK ® and all related marks ™, ®, & © 1999 Paramount Pictures. All Rights Reserved. Last Unicorn Games authorized user. © 1999 Last Unicorn Games, inc. Permission to photocopy this sheet granted for personal use only.

PLOT CARD

Scene _____

Summation

NPCs

Setting

Notes

PLOT CARD

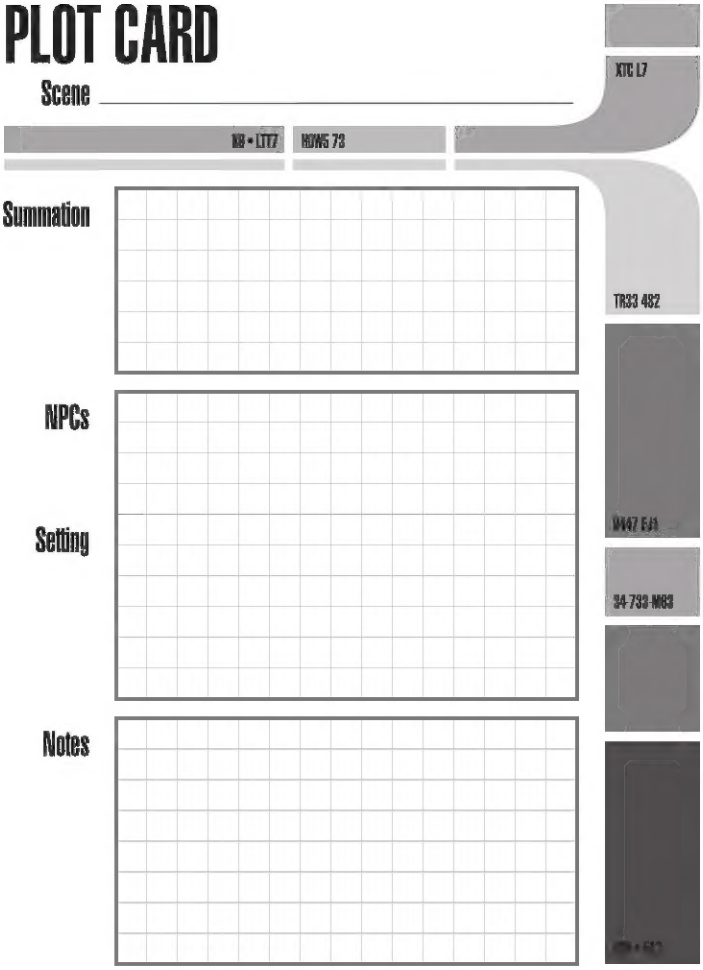
Scene _____

Summation

NPCs

Setting

Notes



PLOT CARD

Scene _____

Summation

NPCs

Setting

Notes

PLOT CARD

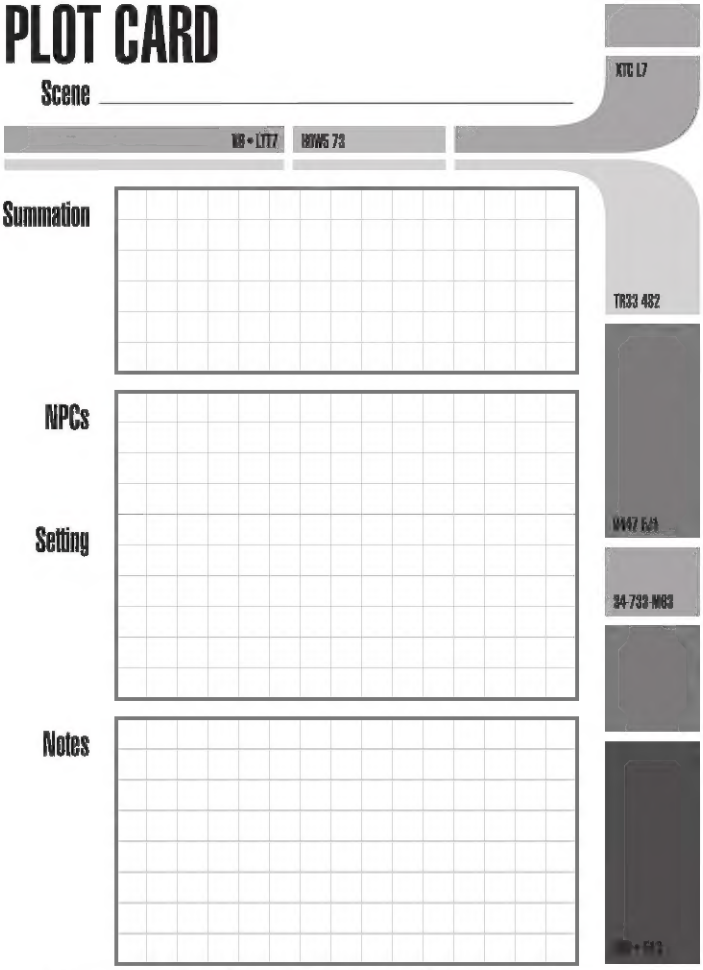
Scene _____

Summation

NPCs

Setting

Notes



STAR TREK ® and all related marks ™, ®, & © 1999 Paramount Pictures. All Rights Reserved. Last Unicorn Games authorized user. © 1999 Last Unicorn Games, inc. Permission to photocopy this sheet granted for personal use only.

STAR SYSTEM DATA FILE:

HDW5 73

TR33 482

K9 • LTT7

UP 2 • 6711L

RM 101

34-733-M63

TR33 482

34-733-M63

DEW-45 374

Affiliation

System Type

Inhabited Planets

Other Planets

Other Stellar Objects

Artificial Objects

SIS

714	00808	0023	12757400	548	870	223	070	224	140	037	333	757	033	004	043
027	03473	5071	350	070	224	140	037	333	757	707	040	010	300	005	000
373	31057	8242	027357	701	535	015	548	870	223	070	224	140	548	870	223
305	80100	1310	37750	070	300	005	000	555	077	007	150	070	070	224	140
858	11373	0120	3807031	881	707	007	343	151	737	140	037	333	037	333	757

K9 • LTT7

KTC L7

CHYANNE

ROLEPLAYING GAME

224	140	043	714	00808	0023	12757400	548	870	223	070	333	757	033	004	043
757	037	000	027	03473	5071	350	070	224	140	037	040	010	300	005	000
00 114	070	000 07	373	31057	8242	027357	701	535	015	548	224	140	548	870	223
300	224	040	305	80100	1310	37750	070	300	005	000	150	070	070	224	140
037	333	701	858	11373	0120	3807031	881	707	007	343	037	333	037	333	757

B447 EJ1

GYP • 513

STAR SYSTEM DATA FILE:

XTC L7

Affiliation

System Type

X 023

Inhabited Planets

Other Planets

TR33 482

Other Stellar Objects

34-733-M63

Artificial Objects

SIS

K9 • LTT7

RM 101

TR33 482

UP 2 • 6711L

STAR TREK

DEEP SPACE NINE

ROLEPLAYING GAME

STAR TREK ® and all related marks ™, ®, & © 1999 Paramount Pictures. All Rights Reserved. Last Unicorn Games authorized user. © 1999 Last Unicorn Games, inc. Permission to photocopy this sheet granted for personal use only.

STATION/OUTPOST DATA FILE:

Location

Form

Type

Purpose

Size

Population

Tech Level

Defense

Admin

Security

Commerce

Port Facilities

Noted Organizations/ Inhabitants

Description/ Other Detail

• ASTRO NAV 3	736	468	001	498	223	878	223	878	224	• ASTRO NAV 681 6-RTE	A23	738	937488		411	00812	8923
• REC 37 4N	919	442	678	224	937	333	458	757	876	• A-BEV REC 37 11N	N45	001	748854		827	03473	8732
• EARTH 4-19	224	146	937	333	870	881	767	997	343	• EARTH S-SYS 78-1 GO	78	R22	387	822887	92	372	31057	8242
• FIX AST-993L	767	040	787	918	815	548	148	078	390	• VAR AST-9/77/4ME NA		L82	248	194428		819	89180	1310
• USO STD 13-1	085	321	888	555	151	737	140	937	333	• USO STD 13-1		H76	224	146387		858	11384	8128

STAR TREK DEEP SPACE NINE ROLEPLAYING GAME

STAR TREK ® and all related marks ™, ®, & © 1999 Paramount Pictures. All Rights Reserved. Last Unicorn Games authorized user. © 1999 Last Unicorn Games, inc. Permission to photocopy this sheet granted for personal use only.